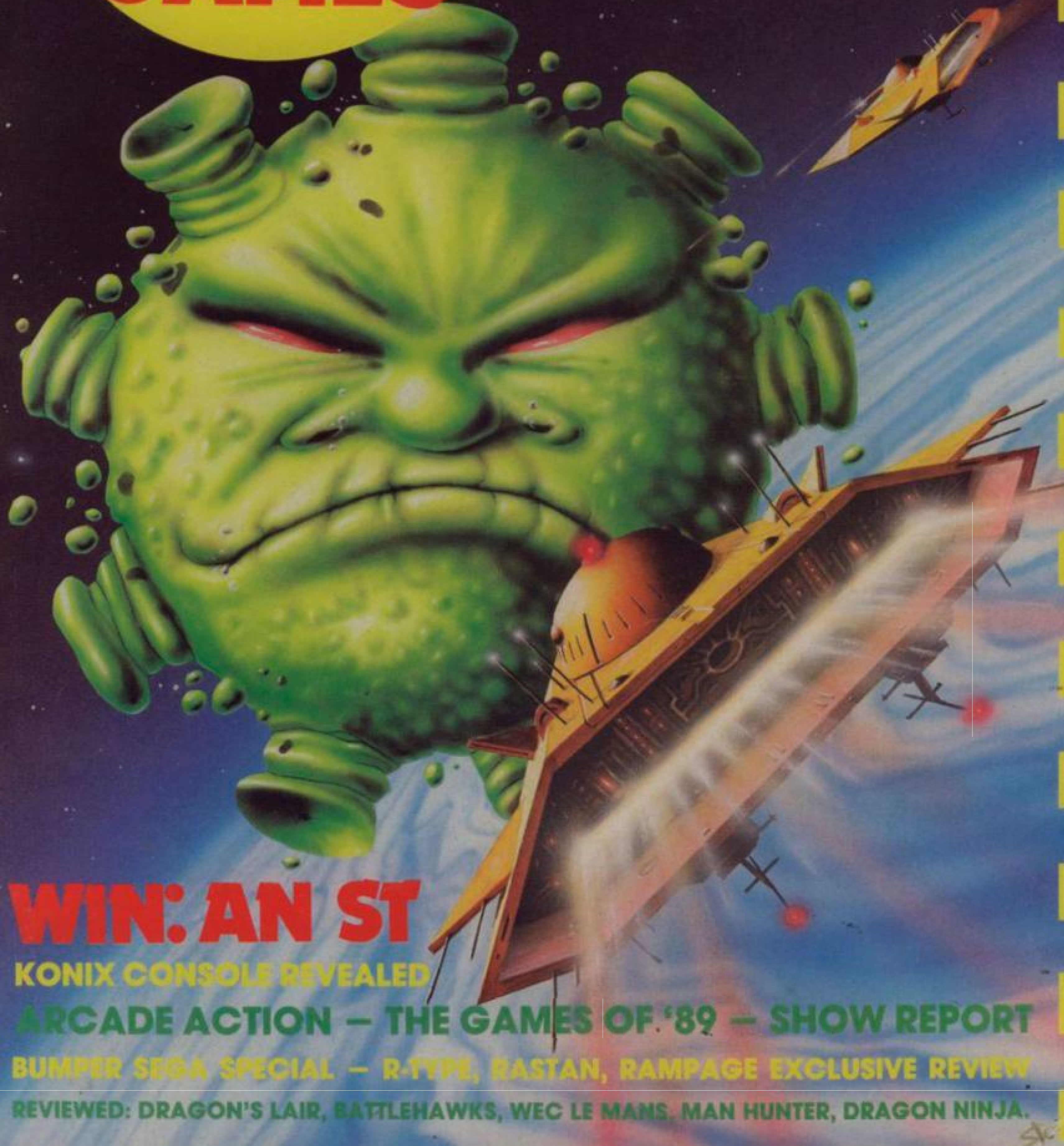
Britain's best selling computer magazine MAR89 £1.20
SP-$7.20 Dm6.50 350pta HFL 6.75

COMPUTER +video GAMES

BLASTEROIDS ROCKS OFF WITH MUCOR THE SLIME



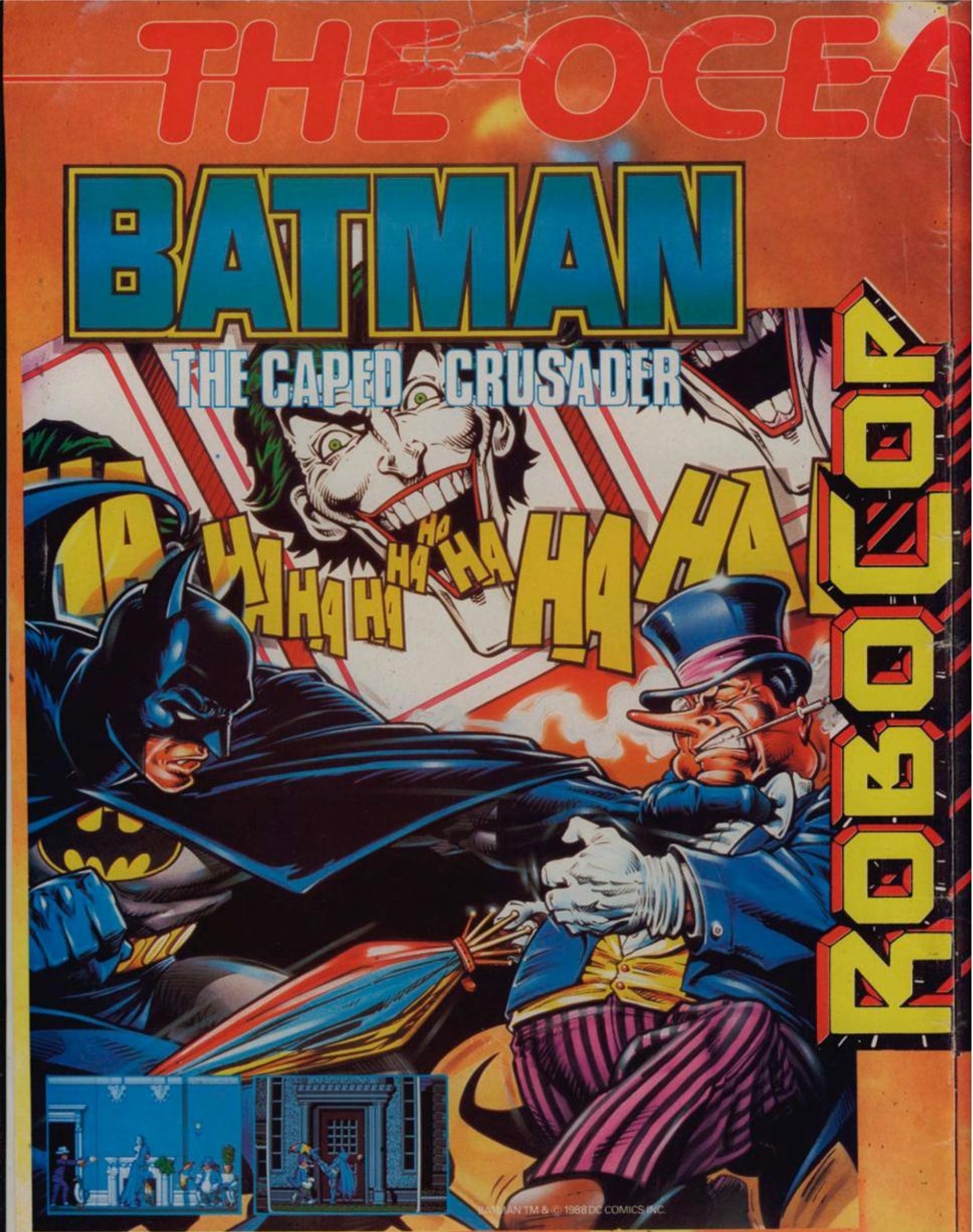
WIN: AN ST

KONIX CONSOLE REVEALED

ARCADE ACTION – THE GAMES OF '89 – SHOW REPORT

BUMPER SEGA SPECIAL – R-TYPE, RASTAN, RAMPAGE EXCLUSIVE REVIEW

REVIEWED: DRAGON'S LAIR, BATTLEHAWKS, WEC LE MANS, MAN HUNTER, DRAGON NINJA.


THE OCEA
BATMAN
THE CAPED CRUSADER
HA HA HA HA HA HA HA HA HA HA HA
ROBOCOP

BATMAN TM & © 1988 DC COMICS INC.

ocean

SPECTRUM
AMSTRAD
COMMODORE £9.95

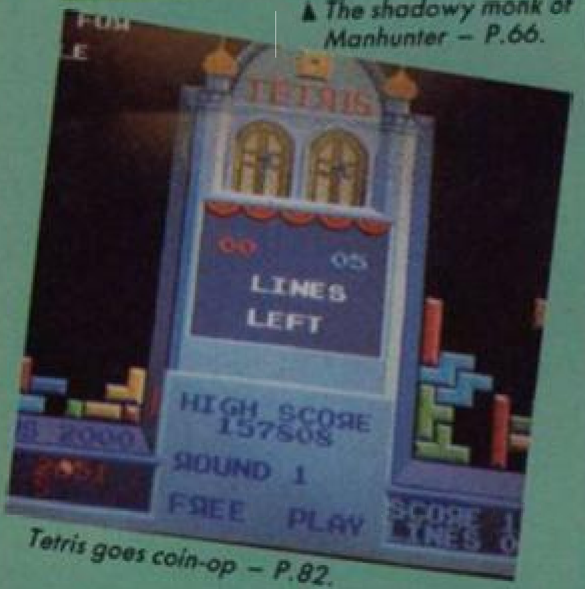
ATARI ST £19.95
AMIGA £24.95

N-FORCE
BAD DUDES VS.
DRAGONNINJA T.M.
DATA EAST
ocean
BAD DUDES VS.
DRAGONNINJA

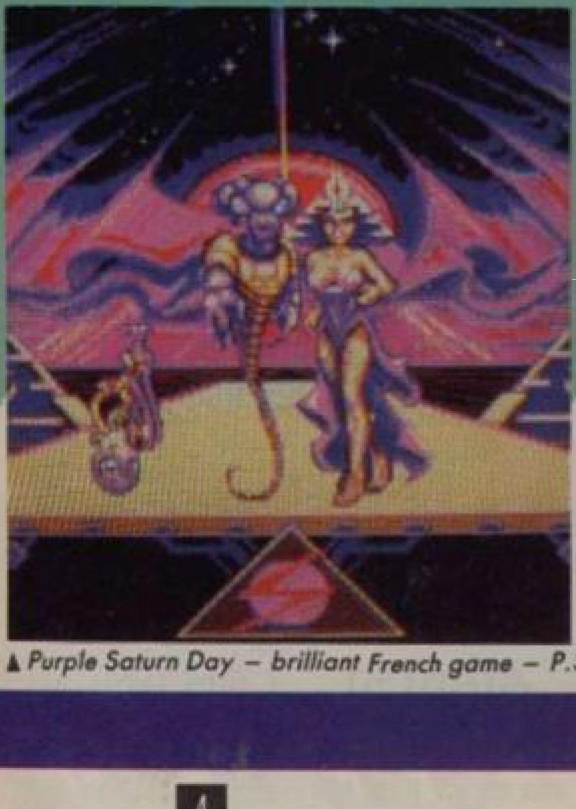
SPECTRUM	AMSTRAD	ATARI ST	CBM AMIGA
£8.95	£9.95	£19.95	£24.95
SPECTRUM	COMMODORE	ATARI ST	CBM AMIGA

Contents

▲ *The shadowy monk of Manhunter – P.66.*



Tetris goes coin-op – P.82.



▲ *Purple Saturn Day – brilliant French game – P.34.*

Intro

At the beginning of '89 the talk is all of pushing the frontiers of game technology. With six-disk Amiga games, the revolutionary new Konix console, and stacks of gadgets at the C.E.S. show you had better read your C+VG carefully if you want to stay informed. Plus there's a chance to win an ST.

Fax 8

EA announce the God-like Populous, gadgets galore from America's Consumer Electronics Show, and all that's news in the gaming world.

Reviews 16

We bring you exclusive first reviews on Blasteroids on Spectrum and ST plus updates about the other versions, Dragon's Lair six disks are put through their paces, Battlehawks takes off, and we also check out Willow, Zany Golf, Purple Saturn Day, T.K.O. and Andes Attack.

Blasteroids 16

Mirrorsoft's mega coin-op reviewed plus your chance to win an ST to play it on.

BigScreen 52

Ward R Street see's Short Circuit II, the Return of the Living Dead, Part II, Arthur II, Die Hard, and the Dead Can't Lie, and introducing the incredible Elvira Mistress of the Dark.

Mailbag 55

The YOB bursts into the office and tears open your letters. Find out more about this mystery man by turning to page 55.

▲*Dragons Lai*

SCORE
SH
ENERG

▼ *The Konix Multi System – full details – P.88.*

Lair ns on Amiga – P.42.

▼ Mucor the slime reviewed – P. 16.

SCORE
SH
ENERGY

AGM 58

This months Advanced Games Master previews Galdregon, and reviews War in Middle Earth, Man Hunter, Majik and Black Orchid. Stacks of goodies for thinking gamers.

Playmasters 73

Jaz Rignall's Playmasters mail bag is bigger than ever. Jaz picks out your best tips and adds a few of his own.

ArcadeAction 78

Hard Drivin steals the limelight at the recent arcade games show. Jaz Rignall and Clare Edgeley give it a spin. Plus all the latest games and high scores from around the country.

GoldenJoystickAwards 85

Vote now for your fave games of '88.

KonixMultiSystem 88

John Minson previews the new, home grown, wonder console.

MeanMachines 90

C+VG storms ahead in the console scene. There are exclusive reviews of the latest Sega games inlcuding R-Type, Rampage, Rastan plus all the Nintendo news from America. If it's consoles you are interested in, Mean Machines is where you'll find them.

NextMonth 97

What are we working on now?

OutToLunch 98

John Minson charts the gossip and deal doing at the the Winter Consumer Electronics Show in Las Vegas. Doesn't win any dosh though.

EDITOR: Eugene Lacey. DEPUTY EDITOR: Julian Rignall.
ART EDITOR: Andrea Walker. STAFF WRITER: Paul Glancey.
ADVERTISEMENT MANAGER: Garry Williams.
SALES EXECUTIVE: Johanna Cooke. COPY CONTROL: Lora Clark.
PUBLISHER: Terry Pratt.
Subscription Enquiries to: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 555161.
FAX: 0733 62788.

EDITORIAL AND ADVERTISING OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01-251 6222.
FAX: 01-608 2696.

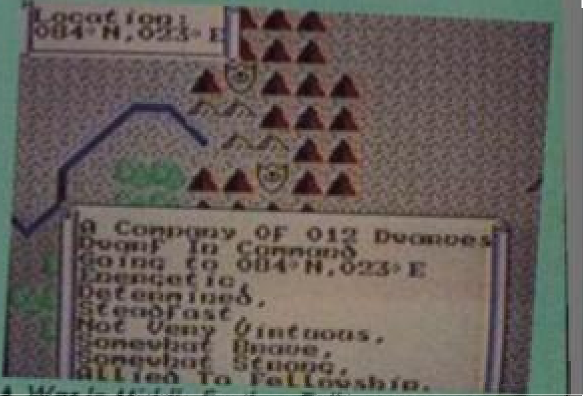
ABC

102,401

CHARACTERS
OBJECTS
HEALTH
STAMINA
STRENGTH

▲ Galdregon – Players answer to Dungeonmaster – P.58.

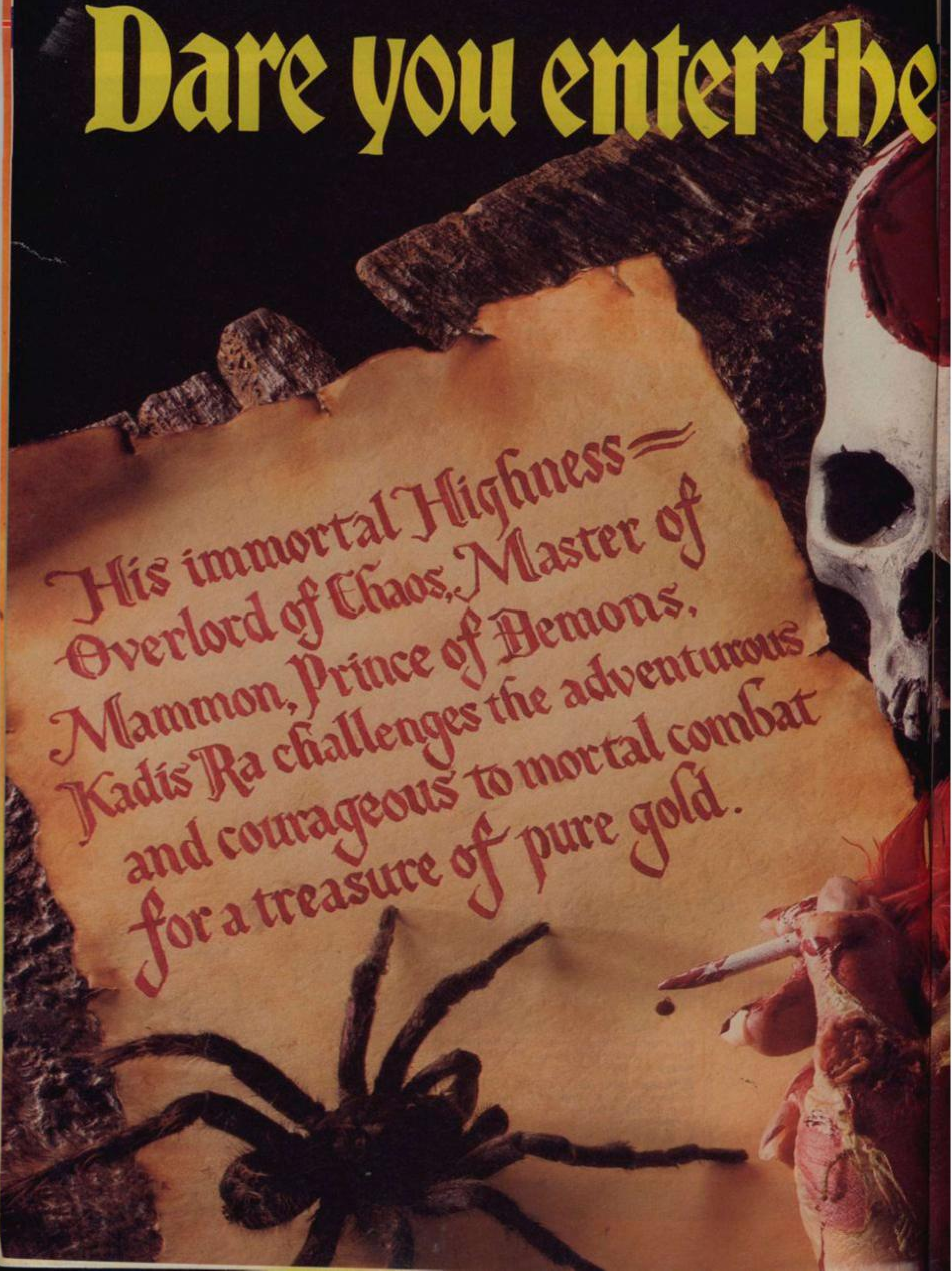
▲ Rampage reviewed on Sega – P.90.


Location:
084°N,023°E
A Company OF 012 Dwarves
Dwarf In Command
Going to 084°N,023°E
Energetic,
Determined,
Steadfast,
Not Very Virtuous,
Somewhat Brave,
Somewhat Strong,
Allied To Fellowship.

▲ War in Middle Earth – Tolkien war game – P.70.

▲ Populous – EA's God-like game in Fax – P.12.

Dare you enter the


His immortal Highness
Overlord of Chaos, Master of
Mammon, Prince of Demons,
Kadis Ra challenges the adventurous
and courageous to mortal combat
for a treasure of pure gold.

game of your life?

Welcome strangers to the fantasy world of Fist, the ultimate game of heroic adventure. Within a vast dark labyrinth you must pit your wits against the hideous legions of the undead. Here hidden riches of great worth will reward the skilled and daring, swift death the faint of heart.

Fist is a stunningly realistic adventure challenge crafted by genius game-master Steve Jackson and the computer wizardry of Computerdial Limited.

Discover an entirely new concept of fantasy gaming, an awesomely different world that awaits beyond your telephone. Dial Fist and you unlock a living, breathing, terror stalked world of medieval fantasy.

You are a warrior within this thrillingly realistic adventure, that you control every step of the way simply by using the numbers on your telephone; while a trusted guide offers action advice and the corresponding numbers that determine your moves.

True skills are needed to best creatures of cruel cunning, as corpses slither, zombies screech, fireballs sizzle and vampires hiss.

A boundless sound adventure that bursts to life within your reeling imagination. As broadsword in hand you hack your way through hellish screaming hoards towards a fortune in real gold pieces. Or at very least the glory of a gruesomely good Fist tee shirt.

But beware, the evil empire does not easily give up such riches. And although many brave adventurers have entered this doom laden labyrinth, few have returned to tell.

The gauntlet is cast down, take up the blade and dare to dial the adventure of your life.

HINTS ON PLAY

Use Fist's limbo option to store your character for up to four weeks.

Simply dial 9 at any time during the adventure. Your limbo code allows you to stop and start your game at your leisure without having to begin again. You will return to where you left off the next time you call. Limbo saves you time and money!

Keep a pencil and paper ready to draw up a map of the dungeon and keep track of your choices.

Dial 0 to repeat messages and dial 9 to hear your character status report. (Inventory, provisions, stamina and option to store your character in limbo.)

Send for your free adventurer's pack today for the background and rules to the game, a membership form for the adventurer's guild, information on how to get a tone dialler (helps speed up the adventure if you have a rotary/pulse phone) and news of the latest FIST developments. Send an A4 sized s.a.e. to:

Fist, Co. Computerdial Limited, 7 Leapale Road,
Guildford, Surrey GU1 4JU.

0898·800·876

Steve Jackson
presents
F·I·S·T·
Fantasy Interactive Scenarios by Telephone

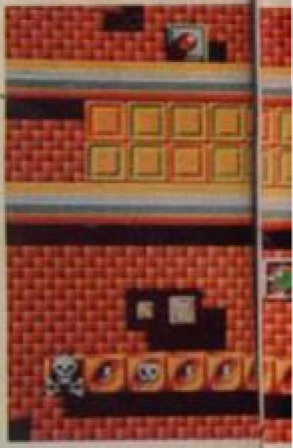
Calls charged at 25p per minute cheap and 38p per minute peak and standard.

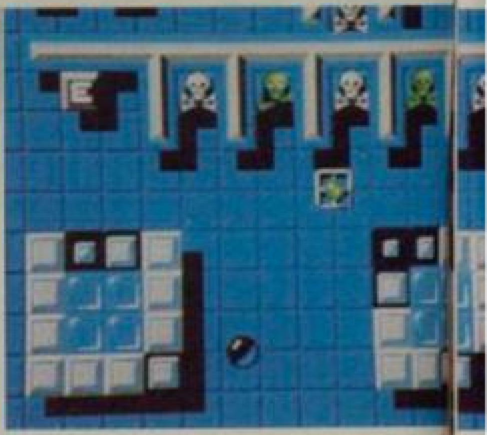
Fax

Titus Titan

It's futuresports time again, thanks to Titus, who take us to Vegapolis in the year 2114 for the first game of *Titan*. The man behind Titan is a certain Professor Hybris who has invented something called a leisure axle, which is apparently fundamental to this rather deadly sport.

What it all boils down to is steering your power ball across 80 huge scrolling playfields using a magnetic racket to avoid death-dealing icons. It's fast, it's funky, it's available in reputable software retailers from February on the ST, Amiga, PC, Amstrad and C64 with a Spectrum version to follow. Review next month.





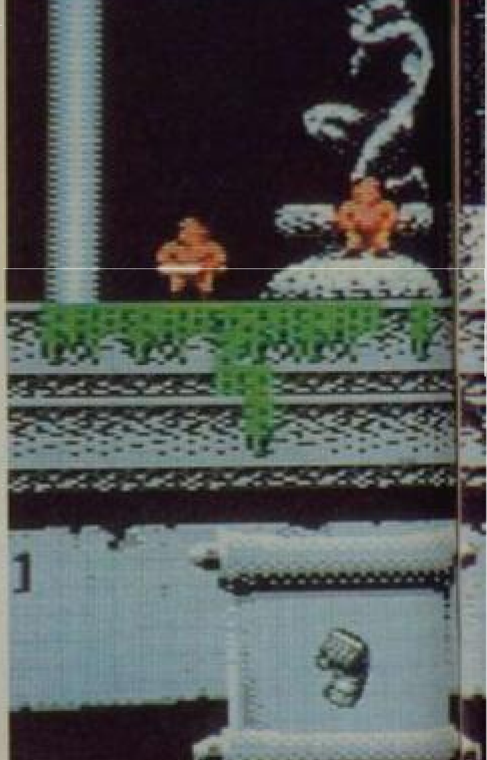
S Gold go Wacko

Michael "Oooowwl" Jackson's new "Off The Wall" adventure movie, *Moonwalker* was no sooner screened than licensed by master licensees, US Gold. If you're one of the lucky ones and haven't actually *seen the film, here* is a brief synopsis courtesy of the FAX Brief Synopses Inc (Limp Movies Dept.).

Nasty Mr Big is out to wreck the lives of children worldwide, by getting them addicted to dangerous drugs, but luckily, Michael and the Under Eleven World Saving Team are on the case. Impowered with astral inspiration by a passing meteorite, the heroic Mr J transforms himself from multi-millionaire pop star to a rabbit/car/spacecraft/robot and saves the day in the process. Darn, we've given the ending away.

US Gold are convinced this is perfect material for a computer game and are planning un unprecedented marketing campaign to lead up to the *Moonwalker* launch in the autumn. Will it be a "Thriller"? Will there be anything on the market to "Beat It"? Or will it be totally "Bad"?

Burning



You Hum it, Son....

Another interesting widget on show at the Las Vegas Consumer Electronics Show in January was the Vocalizer 1000, which although it has more buttons than a commissionaire's coat, must be one of the simplest musical instruments to play. All you have to do is hum, whistle or sing your tune into the supplied microphone and the machine records that varying pitches so that it can play the tune back with any one of 28 instrument sounds. The Vocalizer comes with several built-in songs for you to sing along with, and the plug-in cartridges you can see littered around it in our pic provide even more melodies to harmonise to. You can even plug your Vocalizer into any MIDI-compatible equipment or form an instant band by connecting two or more units together! Yes indeedy, the possibilities are endless, provided you've got £150 and the air-fare to the USA where it's apparently selling like hot McMuffins.

Video Nazis

While the West German authorities are willing and able to ban games like Silent Service and even mags like (gasp!) C+VG because of the corrupting influence they may have on their children, they are unfortunately powerless to stop a more sinister form of computer entertainment. According to a recent report in that prestigious journal, The Independent, there is a network of neo-Nazi hackers in Europe who produce blatantly Fascist software then circulate it via MODEM operated mailboxes and bulletin boards. The perpetrators are then untraceable, and are free to watch their software being circulated via electronic mail and even playground disk swapping. The software usually takes the form of strategy games with a strong anti-Jewish tone, one such going under the title "Hitler Dictator". This nasty bit of propaganda asks the player such questions as "Should your SS carry out a crackdown on the Jews?" and "Do you want to put 10,000 marks and 1,000 burnable Jews into your navy?"

Thankfully, the Nazi hackers have yet to make a serious impression on the beliefs of a potentially impressionable audience, and let's hope a way is discovered to stop their fun before they do.

a Bright

Much-loved software adventurer and Tarby fan, Gary Liddon, is following up his success with Mastertronic's Ricochet by joining forces with art supremo, Paul Docherty to produce *Tyger Tyger* for Firebird. In it, you guide a fearless "Sumo-type" (ie "a fat bully") through four levels of medieval mayhem and aardvarks to what promises to be "a mind blowing finale". It's sure to be a game with tragedy, passion, comedy, multi-directional scrolling and extra weapons, and it'll be available on C64, Spectrum and Amstrad CPC before you can say "Jack Robinson". If not sooner, even!

Charts

ATARI ST TOP TEN

1	Operation Wolf – Ocean.
2	Thunder Blade – US Gold.
3	Lombard RAC Rally.
4	Elite – Firebird.
5	Battle Chess – Elec. Arts.
6	Speed Ball – Mirrorsoft.
7	Pacmania – Grand Slam.
8	Falcon – ST.
9	TV Sports Football.
10	Sword of Sodan – Discovery.

Op Wolf takes the number one slot. Falcon should soar higher next month as it has only just gone on sale for the Amiga and therefore only enters the chart at number 8.

AMSTRAD TOP TEN

1	Operation Wolf – Ocean.
2	Thunder Blade – US Gold.
3	Robocop – Ocean.
4	Bomb Jack – Encore.
5	Yabba Dabba Doo – Bugbyte.
6	Yogi Bear – Alternative.
7	Ad. F'ball Simulator – C. Masters.
8	Big Foot – Code Masters.
9	Super Stuntman – Code Masters.
10	Air Wolf – Encore.

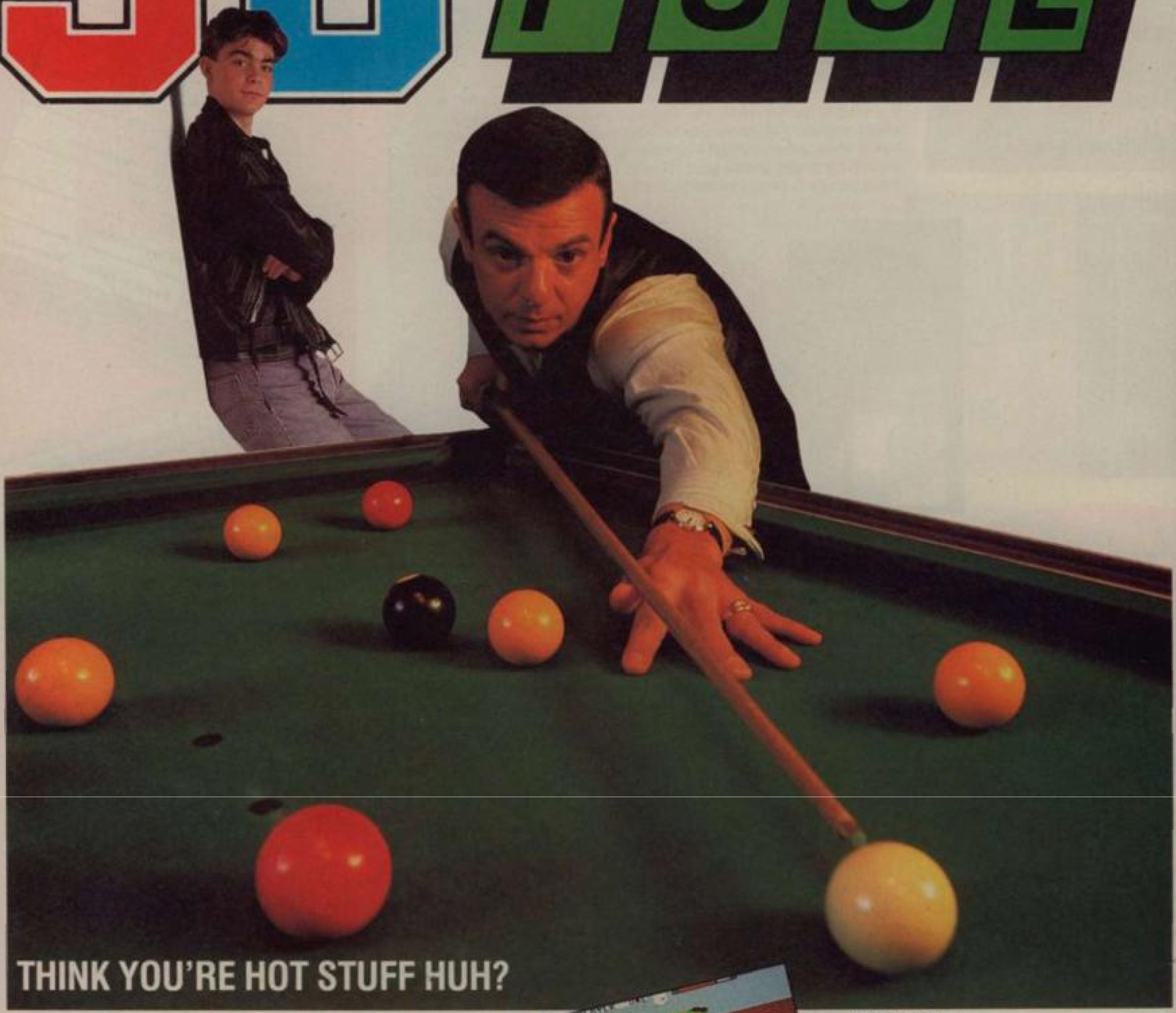
Heavy on the budget, that's the Amstrad Top Ten – with only Op Wolf, Thunder Blade, and Robocop making it into the top ten from the full price ranks. What does it all mean?

ATARI ST/TOP TEN

1	Falcon – Mirrorsoft.
2	Thunderblade – US Gold.
3	Operation Wolf – Ocean.
4	Lombard RAC Rally – Mandarin.
5	After Burner – Activision.
6	R-Type – Electric Dreams.
7	Elite – Firebird.
8	Batman – Ocean.
9	Speed Ball – Mirrorsoft.
10	Joan of Arc – US Gold.

Falcon dominates the ST chart. Interesting to see to coin-op conversions though – perhaps ST owners aren't like the Sim mad gamesters they have been painted. Truth is they like a good shot 'em up just like the rest of us.

3D POOL


THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

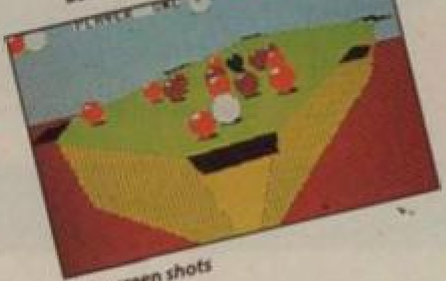
European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.

BBC screen shots


BBC screen shots

Pocket 3-D POOL on . . .

Atari ST	£19.99
Amiga	£19.99
IBM	£19.99
Commodore 64 Cassette	£9.99
Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
Amstrad Disc	£14.99
Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99
Archimedes	£19.99

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St,
London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

Fax

Charts

C+VG Verboten!

We were, to say the least, a little surprised this month to find ourselves having to say "auf wiedersehen" to most of our West German readers since C+VG was placed on a list of banned publications! The reason given was that, by our advertising and reviews, we were promoting games which have been banned in the DDR because they are too violent or feature German military action in World War Two scenarios. Anyway, C+VG can still be found in Germany, but only in places well out of the reach of children, ie. between Penthouse and Mayfair on the shelves of pornographic book stores. Crikey!

Playing God

After their success in the scrolling shoot 'em up market with Fusion, Electronic Arts' UK "artist group", Bullfrog, have come up with this intriguing bonanza of bytes, named (after copious debating) Populous. As EA say, the game defies categorisation, but very loosely, it's a sort of strategy game in which you play a benevolent God, nurturing a race of basically nice people, building cities, developing technology and thus building your omnipotent power. Once your might has reached a certain level, you can command the elements, levelling mountains, flooding valleys and exploding volcancoes.

Meanwhile, on the other side of the world, a demon is creating his own race of people, a nasty bunch whose intentions are purely dishonourable, and under his command they are to conquer all comers. You realise, of course, this means war, and only your divine power and leadership can stop the forces of darkness. Populous is fully deserving of the term "feature-packed", and as well as featuring a neat 3D display, digitised sound effects, monsters and the ability to create your own environment before you start playing, you can even play head to head with another Amiga or ST owner via a datalink or MODEM. Hoo-wee! We've seen it and it's looking good. Full reviews next ish.

Driven to Destruction

And what's this we see on the magic FAX teleprinter . . . More news from EA . . . Frustrated racing drivers, who were even more frustrated because EA had only put Ferrari Formula One on the Amiga can feel free to sing in the street, because from March they're releasing versions for the ST, C64, Spectrum, Amstrad and PC, in that order. Anyone who's never heard of the game will be pleased to know that the game is a motor racing simulation, which, as well as putting you in the driver's seat, lets you organise a team and tune your car to optimum performance. Good, huh?

What else . . . Abrams Battle Tank puts yer average PC owner in the turret of (you guessed it) an M1A1 Abrams tank, from where you can patrol the Rhine Valley, taking part in eight missions and even a WW2 campaign. It's depicted in 3D graphics, of course, but features all kinds of whizz-bang technology, including Thermal Imaging Night Sighting and HEAT (High Explosive Anti Tank) weapons. All sounds like a far cry from Battle Zone . . .

ALL FORMATS TOP TEN

1	Operation Wolf – Ocean.
2	Robocop – Ocean.
3	After Burner – Activision.
4	Thunder Blade – US Gold.
5	Bomb Jack – Encore.
6	Ace 2 – Cascade.
7	D. Dragon – Melbourne House.
8	Joe Blade 2 – Players.
9	Batman – Ocean.
10	Commando – Encore.

Christmas has been and gone but Ocean's yuletide smashes are still riding high. Nothing new in the charts this month. Dullsville.

SPECTRUM TOP TEN

1	Robocop – Ocean.
2	Afterburner – Activision.
3	Operation Wolf – Ocean.
4	Thunder Blade – US Gold.
5	F'mula Grand Prix – Alternative.
6	Ace 2 – Cascade.
7	Knightmare – Mastertronic.
8	Skooldaze – Alternative.
9	Through the Trap Door – Alt.
10	Back to Skool – Alt.

Robocop still shoots the competition out of sight in the Specy chart. Strong showings for various re-releases at the foot of the Top Ten.

COMMODORE 64

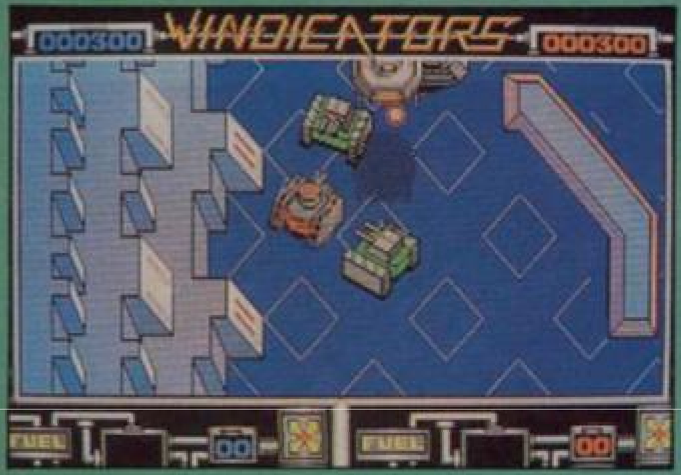
1	Robocop – Ocean.
2	Afterburner – Activision.
3	Microprose Socc. – M'prose.
4	D. Dragon – Mel. House.
5	Operation Wolf – Ocean.
6	Thunder Blade – US Gold.
7	Bomb Jack – Encore.
8	Pro Ski Sim. – C. Masters.
9	Ace 2 – Cascade.
10	Ace – Cascade.

Just when we thought you had no taste at all – with the likes of Double Dragon in the Top Ten – you surprise us by purchasing Microprose Soccer into the charts. Nice one.

Fax

Crown still being Defended

Tanks a lot



The first in Domark's series of Tengen licenses due for release soon is the scrolling tank shoot 'em up, *Vindicators*. You and a partner take your little tanks through fourteen heavily defended space stations, knocking out gun emplacements, mines and, of course, enemy tanks. Like all the best blasters these days, *Vindicators* has facilities for customising your fighting machine with such wonders as speedups, extra armour, bomb cannons and smart missiles.

All the conversions are being programmed by Consult Computer Systems, who worked on the *Return of the Jedi* license, and judging by our screenshots they have exercised a little artistic license, providing a radar scanner on the Amstrad version, and some slightly altered graphics on the ST game. Still, hopes are high in the C+VG office, especially those of a certain Julian Rignall, who claims the world record on the coin-op. Quote: "I can't wait!": unquote. Thanks Jaz.

Canon
ZAP SHOT
Canon

Zappy Snaps

This little baby is the Canon Zap Shot, a revolutionary new camera which has just been launched in America. Instead of forcing the amateur David Bailey to fumble with his film, the Zap Shot stores up to fifty images on a special video floppy disk, just over two inches square. So how do you view your pics? Just plug the camera into your TV and you can flick through the disk-based album at your leisure. Then, when you're tired of your old photos, just wipe the disk and start again.

The fact that the pictures are stored digitally also means that, if you have the necessary hardware, you can fiddle around with them and use them in home video productions, print personal messages on them, or even print them out in full colour! The Zap Shot is priced at around $200 in the USA, which should translate to just over £100 when it gets over here. The C + VG camera klutz squad just can't wait.

If you thought *Defender of the Crown* was the bees knees on the Amiga/ST/64, you might be interested to know that it has just been put onto CD-ROM, turning it into a truly cinematic experience. If you have the right hardware (an MS-DOS PC and of course a CD-ROM player) you can stereophonic soundtrack, film-quality sound effects and even spoken dialogue! Forsooth, and other medieval oaths! As ever, quality comes at a price, and after shelling out much moolah for your PC–CD combo, the disk will set you back £49.95.

Anyone with a smaller bank account and a Nintendo might be cheered by news from the CES show that Ultra games are releasing *D of the C* on cartridge. Of course, it'll only be available in the States for a while, but who knows what the future may bring? Not us, alas, but if Britain continues to become a rising console marketplace, there is a chance that this and some even more exciting foreign titles will reach these shores by the end of the year. Keep checking Mean Machines for the latest news!

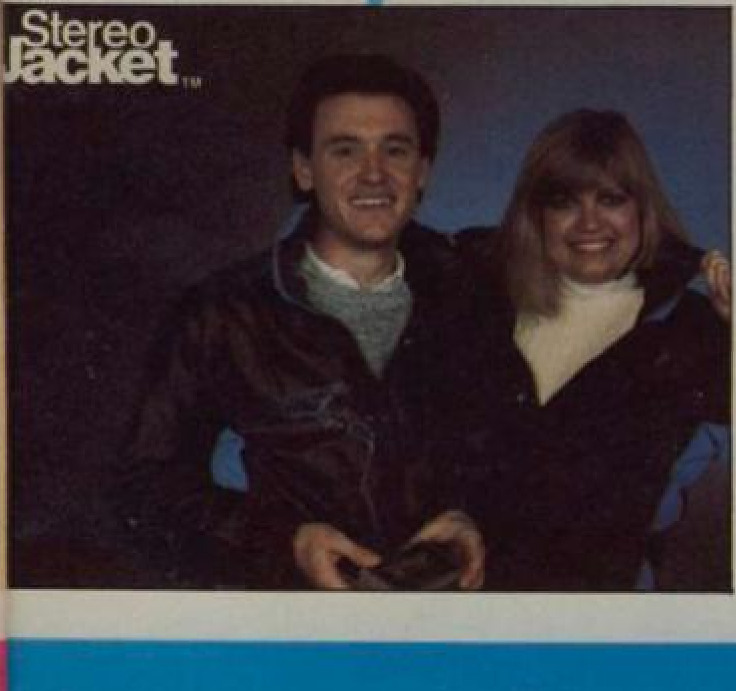
Virgin's Arctic Antics

Would you have the skill, judgement and thermal underwear to get you and a team of explorers to the North Pole? Well, if you have access to a BBC Domesday System (a BBC Micro connected to a video disc player) you can find out with Virgin's North Polar Expedition package. It comprises a video disc, computer software and a set of manuals and maps to brief up to five "explorers", each of whom have different roles on the expedition. The computer thinks up problems for the team to solve, illustrating them with scenes from the video disc, which contains stills and film footage from Sir Ranulph Fiennes' 1979-82 expedition. What more could a budding Arctic adventurer ask? The package is aimed at students of Geography and Social Studies and, as such, is priced at a sizeable £199. Interested tutors can get further information from Virgin on 01-727 8070.

Jack Jack-Jacket your Body

What are these funky fashion-mongers looking so pleased about? Why, their jackets of course! No ordinary jackets are these, however, for they are Safe and Sound Stereo Jackets, branded "The Sociable Stereo" by its manufacturers. Plug in your Walkman and listen to the sounds flowing out of each lapel! Apparently it creates a natural stereo crossover effect and in tests, 30% of the people tested prefer this concept over headphones. The survey fails to record the opinions of those people sitting next to the wearers on the train.

And it doesn't stop there! The manufacturers, Sport Electronics Inc., are also flogging Safe and Sound neckrests, sweatshirts and headrests to headphone-weary punters. Only in America . . .



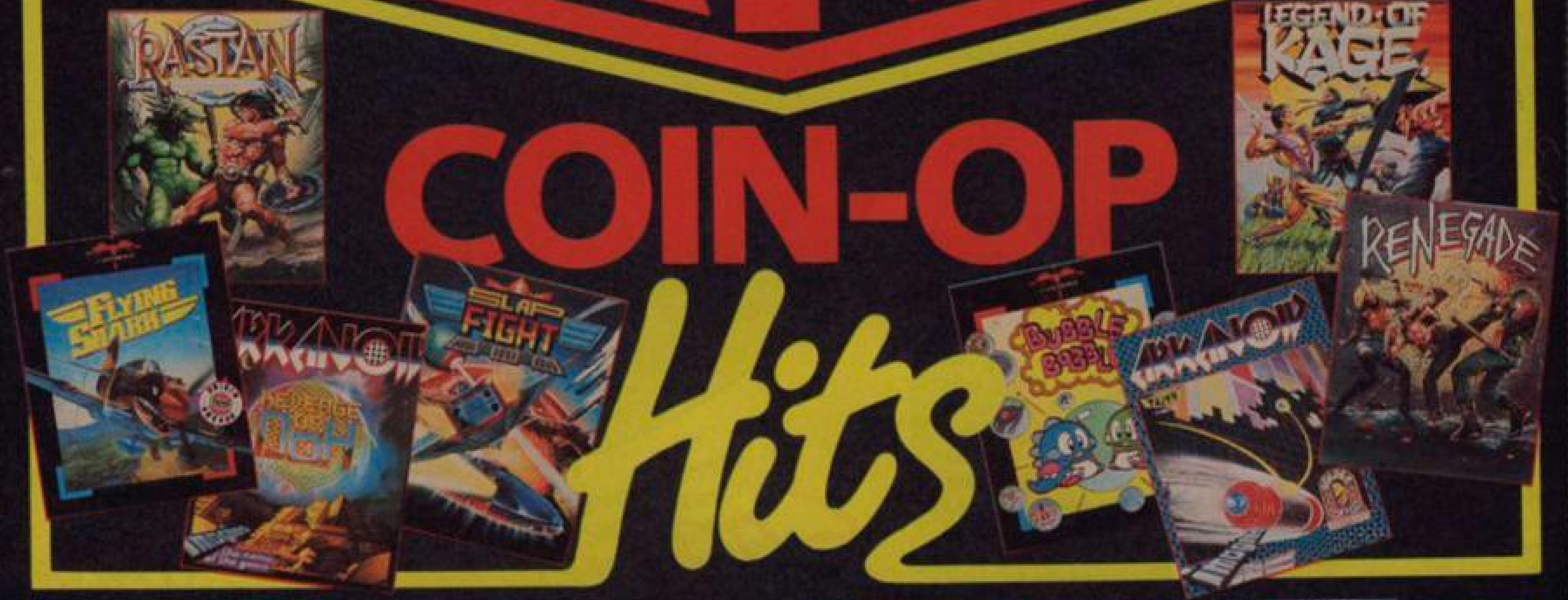
Sony get it on Tape

It had to happen . . . The elite trend setters over in the USA have finally run out of ideas, and in a fit of desperation have turned their designer minds to . . . blank video tapes! Sony is the purveyor of the cassettes, currently only available in America (but bound to wind up here sooner or later), and they come in two easy-to-rewind flavours. For the kids to record those really exciting episodes of The Care Bears there are Video Pops, 120 minute tapes done out in "fun colours" such as "peach" and "blue". Alternatively, soap buffs can pick up a five-pack (carrying handle included) labelled Video Soaps, upon which a week's supply of soap can be recorded, put in boxes with colour-coded lids and stored forever, providing a source of eternal joy and saving the world from the peril of the Greenhouse Effect. Yeah, well . . .

8 SPECTACULAR GAMES IN 1 SPECIAL PACK

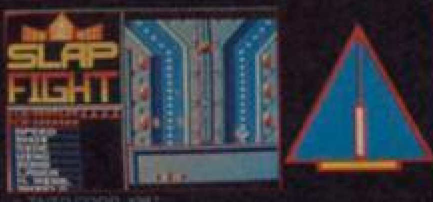
TAITO®

COIN-OP Hits



© TAITO CORP. 1987

RASTAN
CRASH – "Rastan is slick and compelling".
YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"

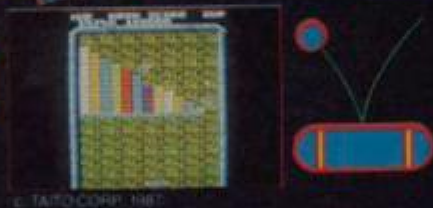


© TAITO CORP. 1987

SLAPFIGHT
COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive. A winner."
ZZAP "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."

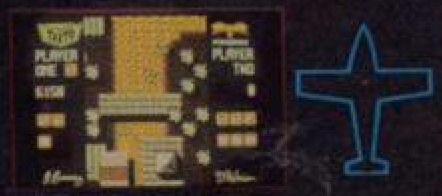
© TAITO CORP. 1988

RENEGADE
COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."
YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."



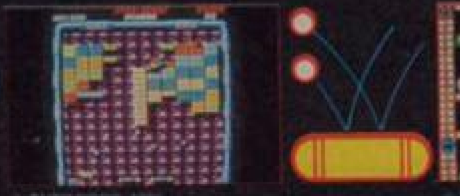
© TAITO CORP. 1987

ARKANOID
ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"



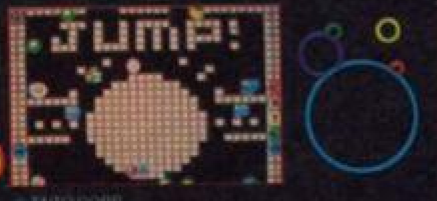
© TAITO CORP. 1987

FLYING SHARK
COMPUTING WITH THE AMSTRAD CPC – "This is an excellent game."
ACE – "Incredibly frustrating playable and addictive."



© TAITO CORP. 1988

ARKANOID REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."



© TAITO CORP.

BUBBLE BOBBLE
AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."
GAMES MACHINE – "Packed to the brim with entertainment."

© TAITO CORP.

LEGEND OF KAGE
CRASH – "One I won't put down until I get through to the next level."

AVAILABLE ON
SPECTRUM
AMSTRAD
COMMODORE

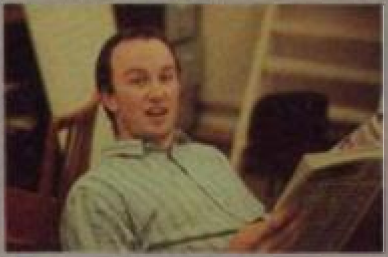
Imagine
..the name of the game

CASSETTE
£12·95
ALSO AVAILABLE ON DISK

Imagine Software · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

EUGENE 'EUGE' LACEY
Man of the people, and housewife's choice, Euge has years of experience behind him. He's a shoot 'em up and arcade adventure fiend, but doesn't say no to a good RPG.
FAVE GAMES: Bomber Raid, Space Harrier (PC Engine), War in Middle Earth.

JULIAN 'JAZ' RIGNALL
Incurable arcade junkie who also owns just about every computer and games console going. If he's not wandering around the Brighton arcades, he's usually found at home playing the latest shoot 'em up or arcade adventure.
FAVE GAMES: Andes Attack, Dragon Spirit (PC Engine), Cyberball (Arcades).



CIARAN 'BRENNAN' BRENNAN
Ciaran is an intellectual from the Emerad Isle who enjoys all manner of computer games, as long as they're good ones. He's an ST and Amiga owner, but doesn't say no to an enjoyable 8-bit blast.
FAVE GAMES: Falcon, Hybris, Atomic Robo Kid (Arcades).

PAUL 'WHY AYE' GLANCEY
C+VG's token Geordie, Paul is an avid player of arcade adventures, puzzle games, and any shoot 'em up which requires a little bit of thought as well as joystick prowess.
FAVE GAMES: Alien Crush (PC Engine), Wec Le Mans, Battlehawks.

TONY 'DILDOID' DILLON
Tony's our resident heavy metal fan who would like nothing more than to write for Kerrang! Still, at the moment he just has to make do reviewing RPGs, sports simulations and arcade games – which he does enjoy immensely.
FAVE GAMES: Pro Football, War in Middle Earth, Wec Le Mans.

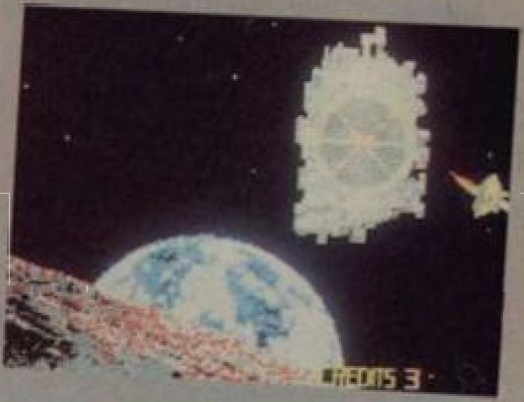
C+VG REVIEWS

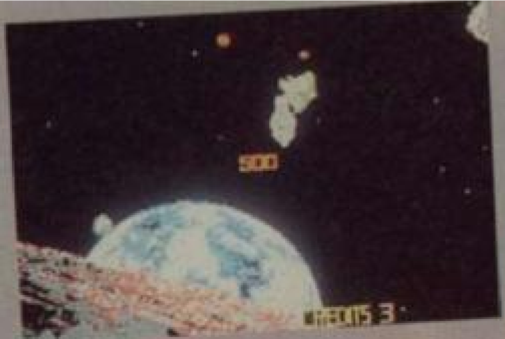
BLASTEROIDS 16
Get your rocks off with Image Works' superb conversion of the Atari coin-op.

WEC LE MANS 22
Ocean's thrilling race game is more than just a 24 hour affair.

BATTLEHAWKS 26
Lucasfilm's World War II combat simulation blasts in for a HIT! review.

ANDES ATTACK 41
Jeff Minter returns with a noisy, very colourful and highly playable shoot 'em up.





OTHERS

TECHNOCOP 25
DRAGON NINJA 28
PRO FOOTBALL 32
PURPLE SATURN DAY 34
NIGHT HUNTER 36
TKO 38
PHANTOM FIGHTER 40
DRAGON'S LAIR 42
WANTED 46
ZANY GOLF 48
WILLOW 50

BLASTE

- ► **SUPPLIER: IMAGE WORKS.**
- ► **PRICE: SPEC/AMS/C64/MSX £9.99 CASS, C64 £12.99 DISK, SPEC/AMS/MSX £14.99 DISK, ST/AMIGA £19.99.**
- ► **REVIEWER: JULIAN RIGNALL.**

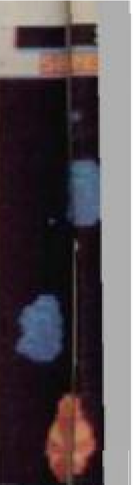
Blasteroids' roots go all the way back to 1979 to a video game called, surprisingly enough, *Asteroids*. It was acually quite innovative for the time, taking the left/right/thrust/fire/hyperspace controls of the earlier vector graphic game *Space Wars* and putting the player in the middle of an asteroid storm. The objective was simple: blast the rocks and occasional space ship (know affectionately as "eggies" because of their shape) and survive.

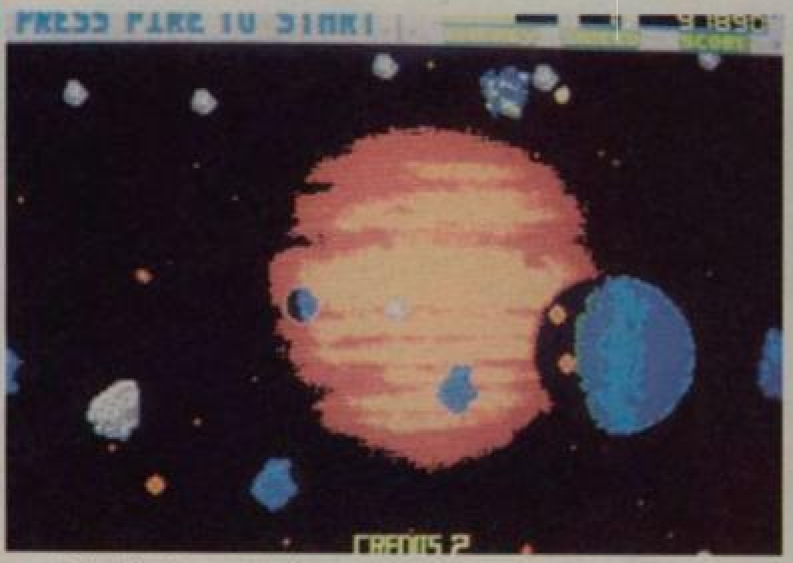
The 1988 version (the machine appeared last year) follows a similar concept, but adds nearly a decade's worth of new technology to breathe new life into the ageing format.

One of the major changes is the addition of a one or two-player option, allowing a team of prospective rock wreckers to battle together. The rocks in question are colourful bits of debris that break down under fire twice, each part getting smaller until it's tiny enough to vaporise.

Destroying rocks is the key issue, because if one strikes the ship its shield, represented at the top of the screen by a diminishing bar, shrinks towards a fatal zero. The player(s) start with three credits, effectively giving three lives.

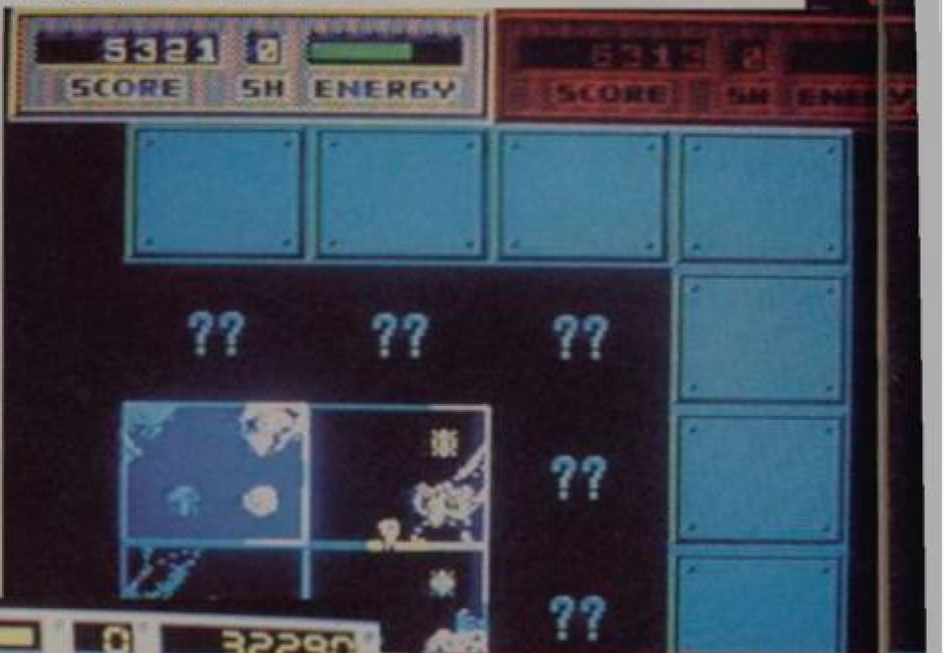
The ships are the apex in

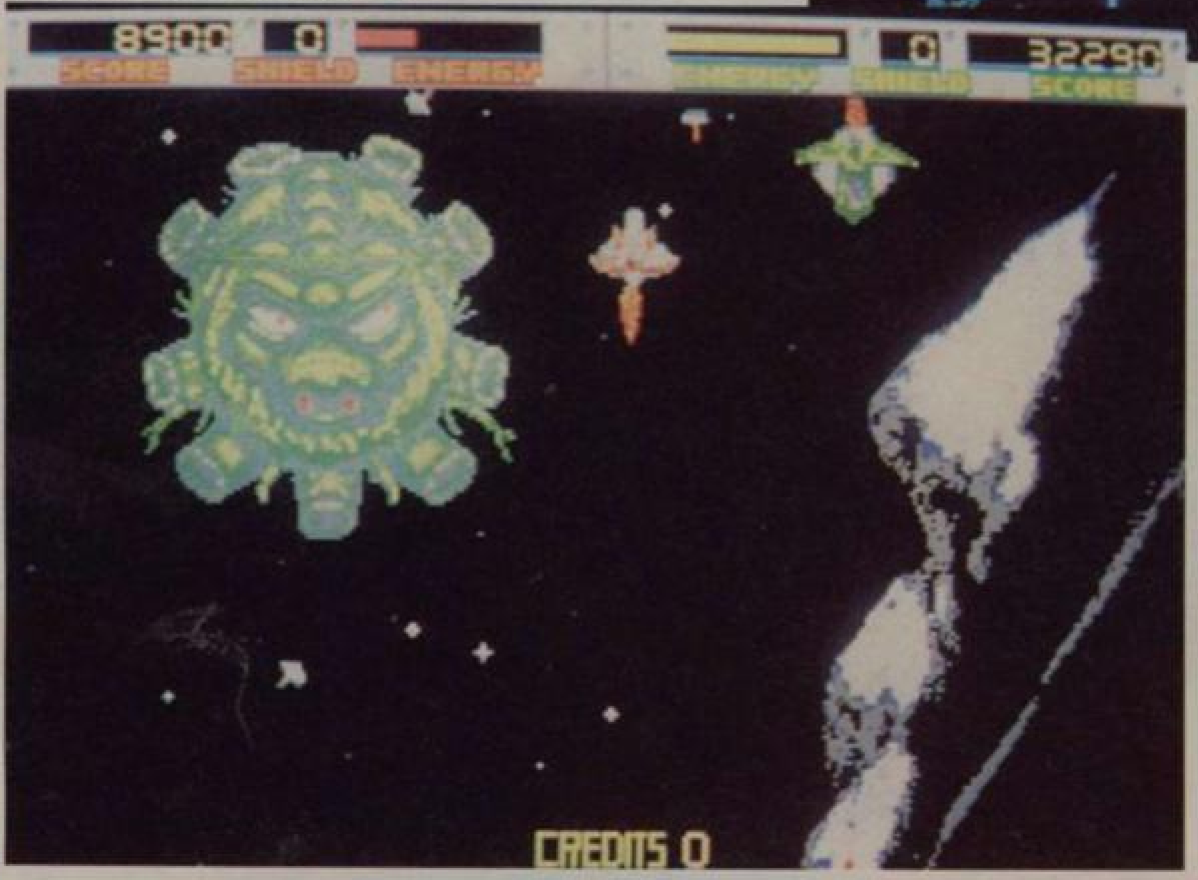


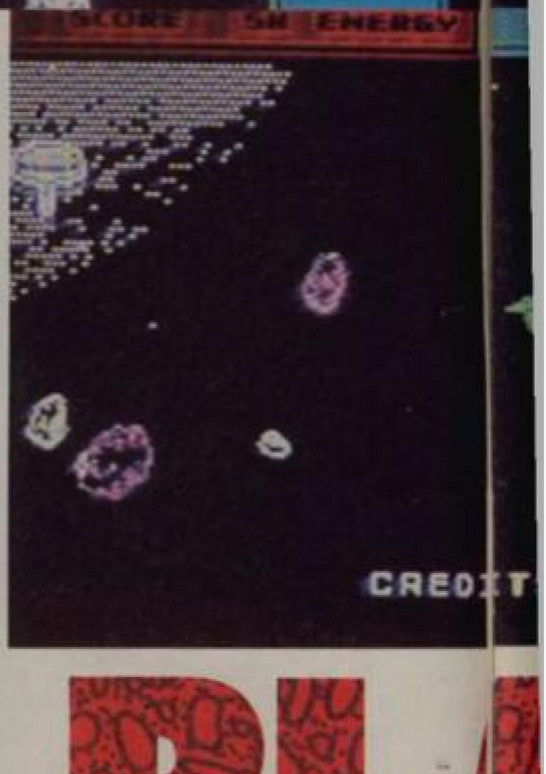


▼ *Hello! I'm Mucor the bogeyman.*

▼ *Spectrum select screen.*

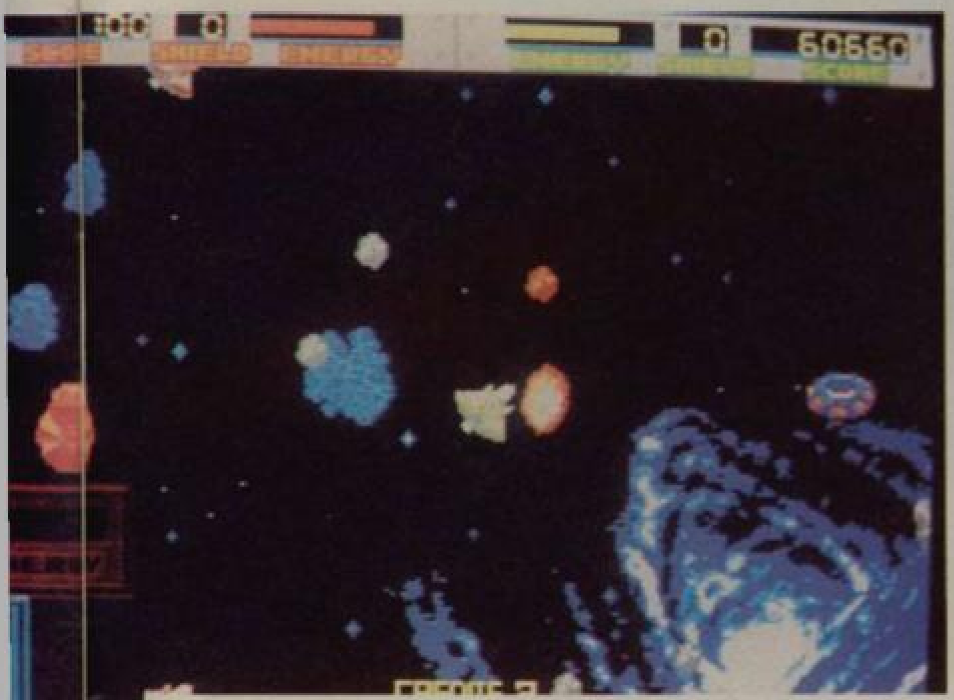




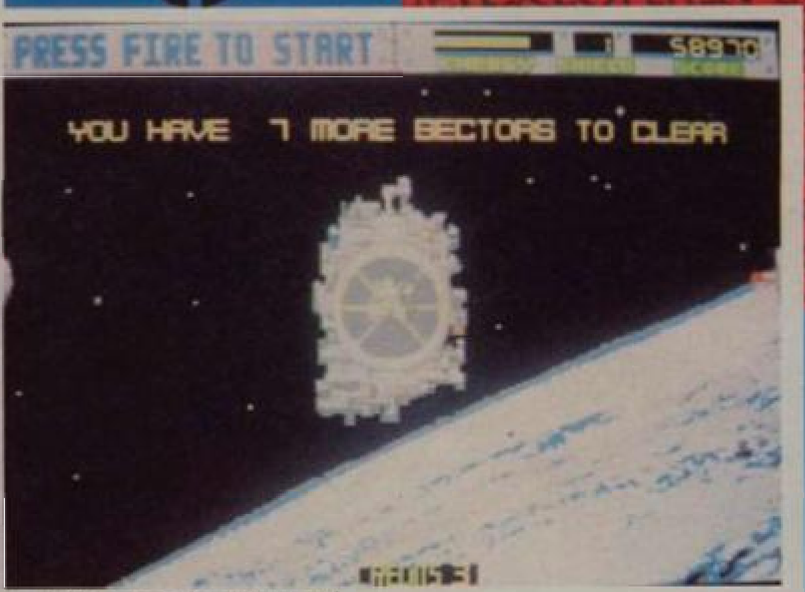


BL

ROIDS



▲ *The action hots up.*


PRESS FIRE TO START

YOU HAVE 7 MORE SECTORS TO CLEAR

▲ *Whizz into the exit portal.*

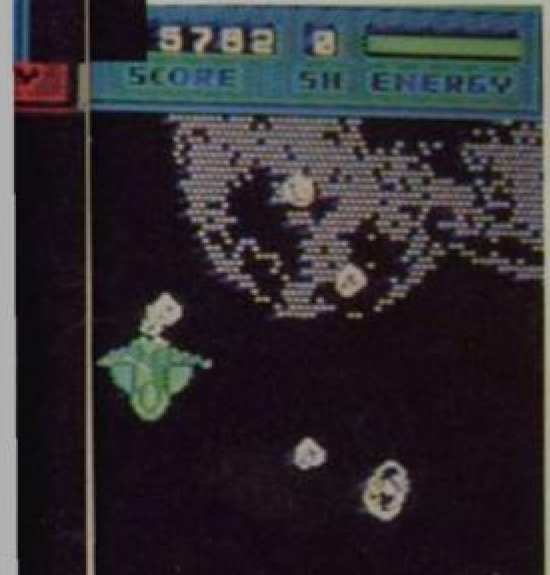
space bouler demolition hardware, and are capable of transforming into three different sizes. Small ships are very maneovrable, but suffer from low shield and firepower. Medium ships have heavy firepower, but medium speed and shields, while large ships are slow and have medium firepower, but are well-shielded.

In two-player mode the two ships can join together – one player controls the large and manoevrable main ship while the other takes control of a gun turret at the top. It's an unusual feature, and one which I found very enjoyable (as well as argument-inducing if you've got an idiot in control of the main ship!)

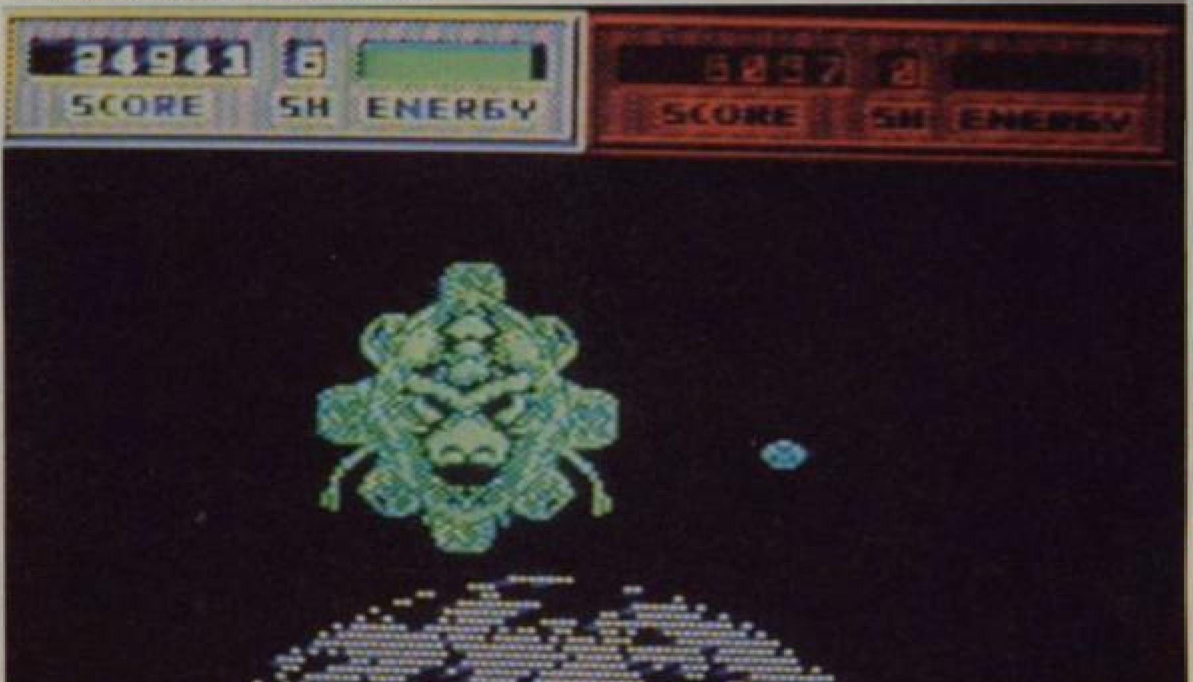
At the start of a game one of four difficulty levels is chosen: normal, medium, hard or expert. Bonus points are given if the player elects to start on a higher level. The action then begins with the ships being placed in the first asteroid storm, and the blasting starts.

There are several different kinds of rocks. Grey ones simply vaporise when shot, while red ones drop glowing energy crystals which are picked up to replenish shield levels. Later on blue popcorn asteroids appear and drift around the screen until they're shot four times, whereupon they stop and

▼ *Fat ship.*



▼ *Hello again! I'm a Spectrum Mucor.*



ASTEROIDS

OPERATION NEPTUNE

The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

Atari ST, PC, Amiga £24.95
CBM64, Amstrad £14.95 (disk), £9.95 (tape)

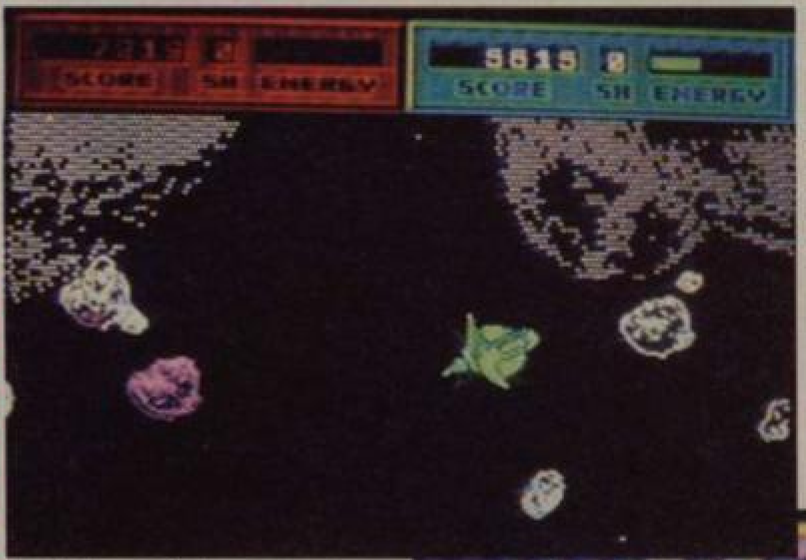
INFOGRAMES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

INFOGRAMES

OPERATION NEPTUNE

BLASTEROIDS

C+VG HIT!



▲ *Action-packed.*

form an unmovable obstacle. The final asteroid type is a geodesic, which homes in on the ship when shot, forcing the player to take evasive action and blast it again and destroy it before it hits home.

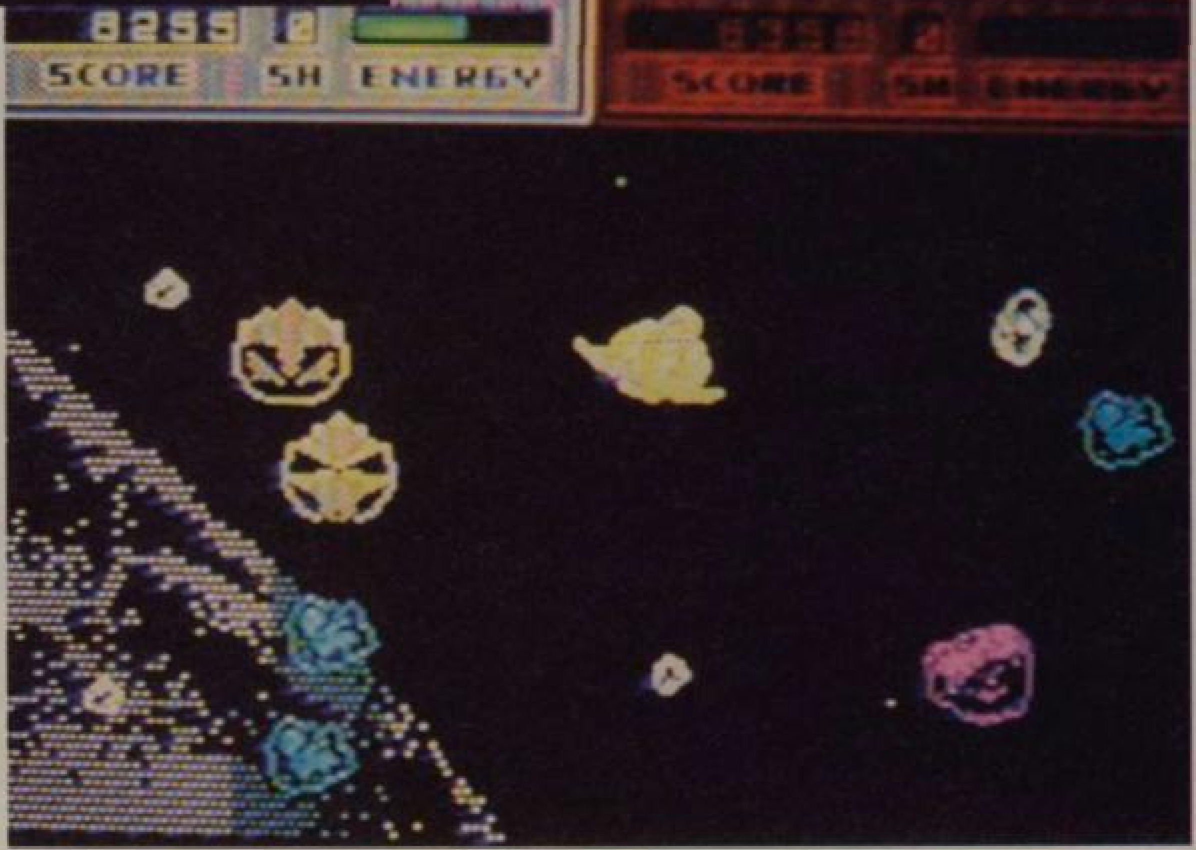
When a screen is cleared of rocks, an exit portal appears, which the ships fly into to take them to the main menu where another screen is selected.

As the players progress further into the game, alien space ships enter the fray and attempt to shoot down the ships, or simply crash into them and damage their shields. Fortunately they can be shot, and sometimes a power-up item is dropped, which can be collected to add an extra feature to the ship. Such goodies include extra shield energy capacity, double shot power, magnets (which attract energy crystals), shields (which give the ship extra protection), extra hit power, speed-up, ripstar (a sort of smart bomb) and cloak.

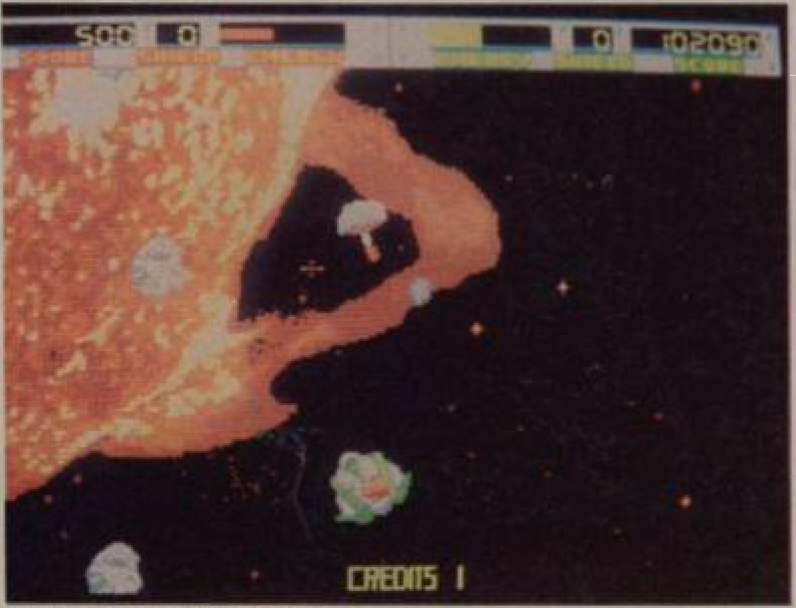
Occasionally space leeches are discovered. These horrors reside in eggs and are released when the shell is shot, whereupon they head directly for the ship and attempt to attach themselves to the outer hull and suck its shield energy dry. Naturally, the onus is on blasting them before they get close.

When 16 screens are cleared, Mucor appears. He's a giant green alien who marauds around the screen, shooting out tiny aliens from his nodules and trying his utmost to bash the ships, which diminishes shields considerably. The only way to destroy him is by blasting his nodules, which requires repeated and accurate fire. When he's destroyed it's off to a tougher set of asteroid fields populated by an even more aggressive group of aliens.

Being a great fan of the coin-op, I've been eagerly awaiting this for some time, and I'm glad to say the wait has been worth it. The ST version is brilliant, and fully captures the spirit and frantic action of the original machine. All the features of the coin-op have been incorporated, and I mean ALL of them, and the game plays in exactly the same way, so



▲ *Geodesic asteroids are in evidence.*



▲ *Two players joined together.*

BLASTEROIDS

BLASTEROIDS

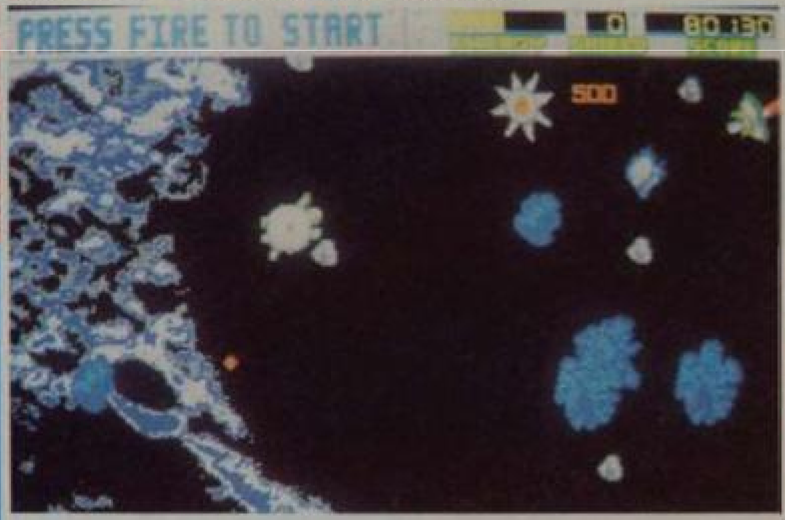
arcade players can use all of their favourite tactics.

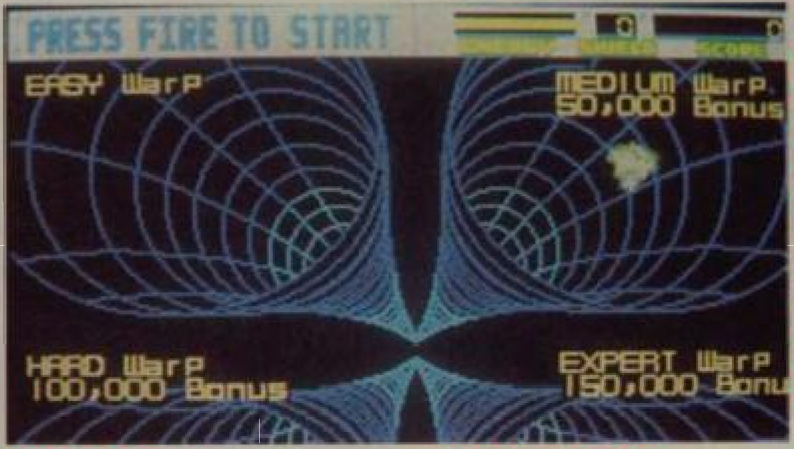
The only disappointments are the gaudy backdrops (the sprites are excellent, though) and the mediocre sound. But I suppose you can't have everything. Still, the gameplay is adrenalin pumping, and *Blasteroids* is easily the best ST shoot 'em up to date.

Spectrum owners are also in for a treat. That too has all the features of the original, and even if the gameplay is a little on the slow side, it's still very playable, especially in two-player mode.

Blasteroids is superb on both the ST and Spectrum – hopefully future Image Works arcade conversions will be of similar high quality.

ST		SPECTRUM	
► GRAPHICS	81%	► GRAPHICS	80%
► SOUND	53%	► SOUND	82%
► VALUE	82%	► VALUE	84%
► PLAYABILITY	93%	► PLAYABILITY	84%
► **OVERALL**	**90%**	► **OVERALL**	**87%**





UPDATE . . .

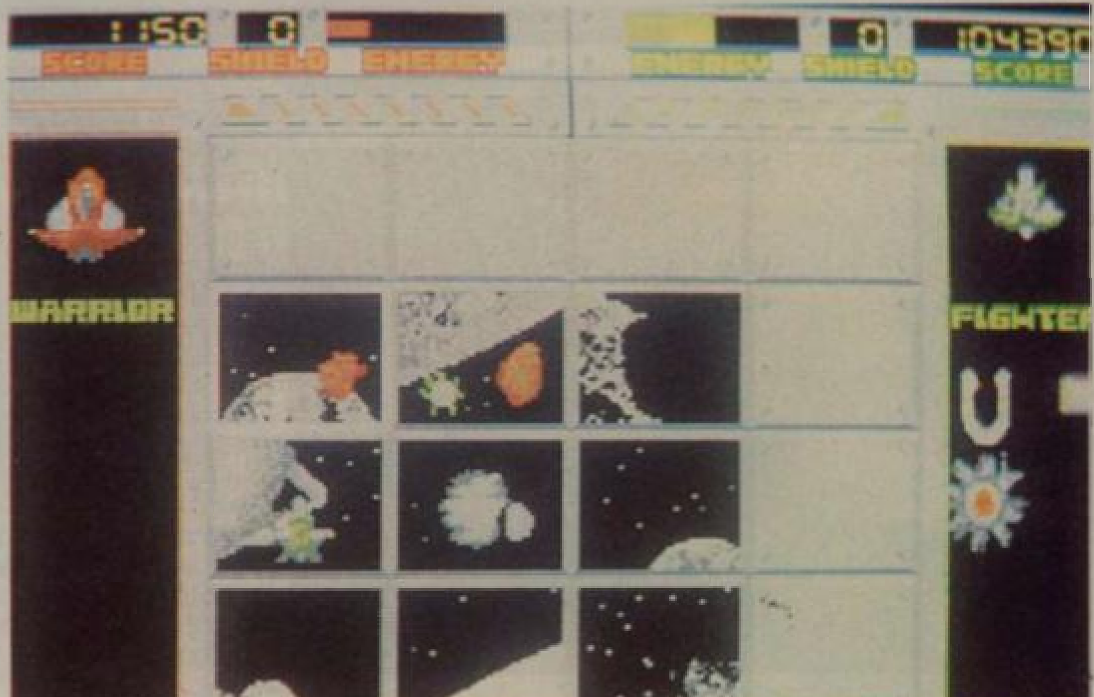
The Amiga version has been written from scratch and looks and sounds identical to the coin-op, as well as being as playable as the ST incarnation. It's definitely one to look out for.

C64 and Amstrad owners should be able to buy *Blasteroids* shortly, and judging by the quality of the two reviewed here, they should be excellent – try them out.

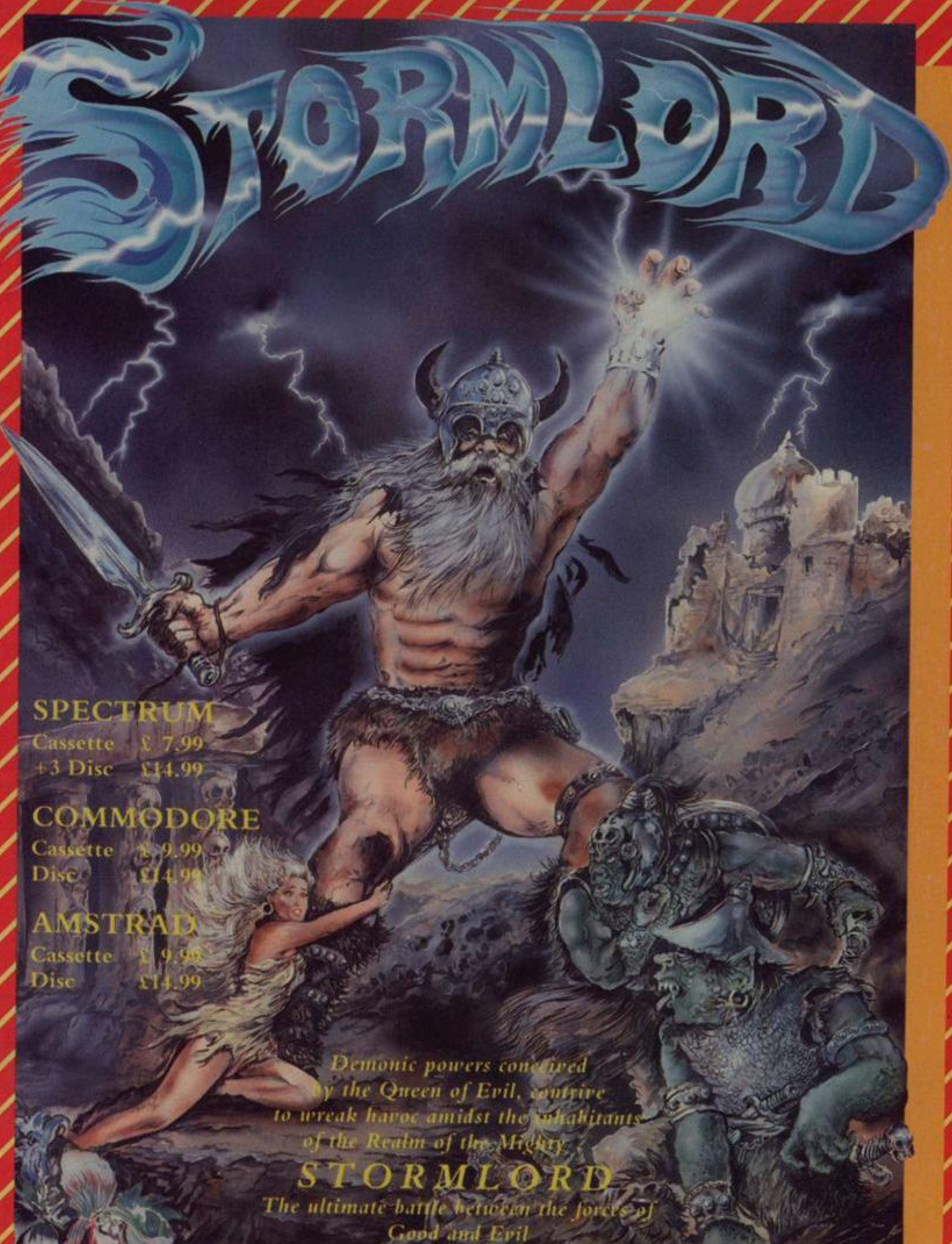
COMPETITION

Have you just been gazing wistfully at those gorgeous ST screenshots of Blasteroids, thinking, "if only I had an ST, I could play it and be happy for the rest of my life"? Well, gadzooks, lawks-o-lawdy – here's your chance to win one of those wonder machines, to have and to hold, to love and to cherish in sickness and in health until death do you part (or until you flog it for the next mega-machine), and a copy of Blasteroids to play on it.

So what do you have to do to win this marvel of modern technology? Well, it's easy peasy. All we want you to do is gather your pens, pencils and crayons (or even finger paints if you want), and draw us a picture of Mucor's big brother. Mucor is pictured a few times in the Blasteroids review, so you've got no excuse of not knowing what he looks like. You can let your imagination run riot – what we want is an original and tewwifyingly fwightening monster that we can scare Paul with. He can big, small, round, square, have sixteen legs, large fangs . . . he can even look like Garry Williams! So get your drawing shoes on and get painting.



Send your pictures to: EEEK! A FWIGHTENING CWEATURE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The closing date is March 17, and we'll be showing the winning entries in a future issue. Ooh-ooH! What a tomato!



SPECTRUM

Cassette	£ 7.99
+3 Disc	£14.99

COMMODORE

Cassette	£ 9.99
Disc	£14.99

AMSTRAD

Cassette	£ 9.99
Disc	£14.99

Demonic powers conceived
by the Queen of Evil, contrive
to wreak havoc amidst the inhabitants
of the Realm of the Mighty

STORMLORD

The ultimate battle between the forces of
Good and Evil

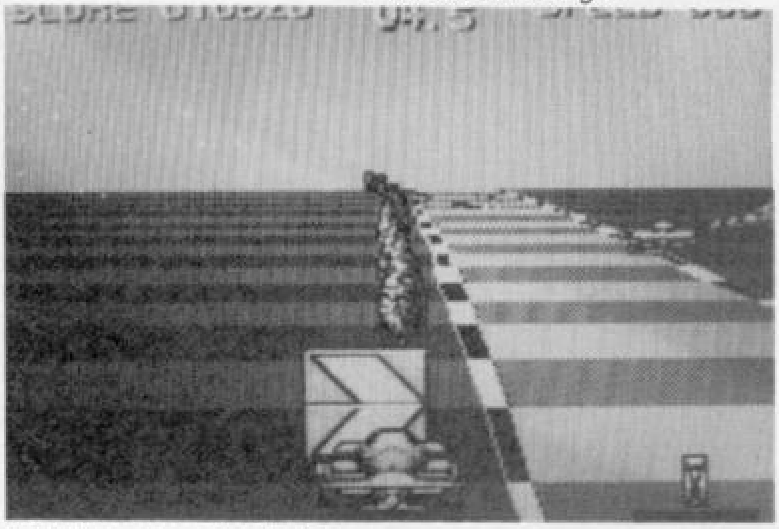
HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending
your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication

WEC LE MA

► SUPPLIER: OCEAN.
► PRICES: SPECTRUM/C64/AMS £9.95 CASSETTE/£14.95 DISK, ST £19.95, AMIGA £24.95.
► REVIEWER: PAUL GLANCEY.

The summer of '87 brought something of a revival for driving games in British arcades. The most popular of them all was the immensely successful *Out Run*, and following close behind was *Wec Le Mans*, with its unusual rotating cockpit giving new meaning to the term "going for a spin".

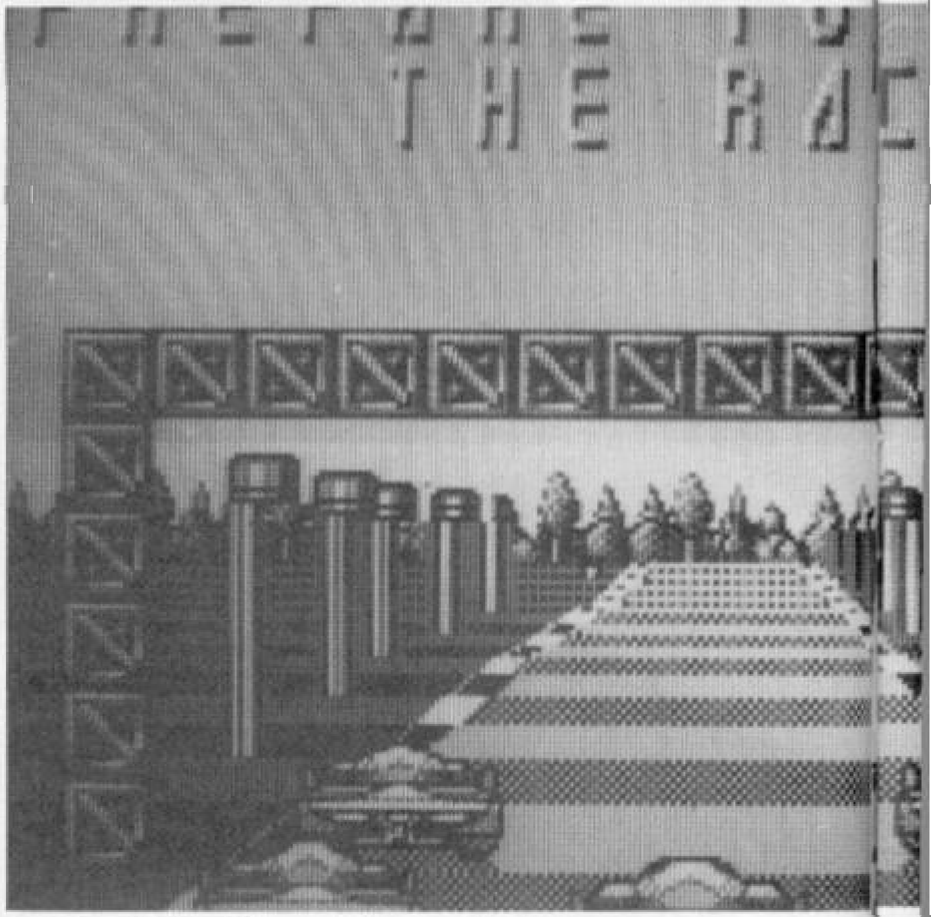


No garlands for Glancey as he ▼ smashes into a sign.

Unsurprisingly for a game called *Wec Le Mans*, you, the hapless player are strapped in a car on the starting grid of the 24 hour Le Mans road race. Your auto is ably kitted out with an accelerator (always handy if you want to go *really* fast), a brake (always handy if you're already going *really* fast), a speedometer (so you know whether or not you're going *really* fast), and low and high gear shift (to get you from fast to *really* fast and back again). Controlling the game via joystick or keyboard is very satisfactory, because the longer you hold the steering, the greater the lock put on the steering wheel, as a gauge at the bottom of the screen shows.

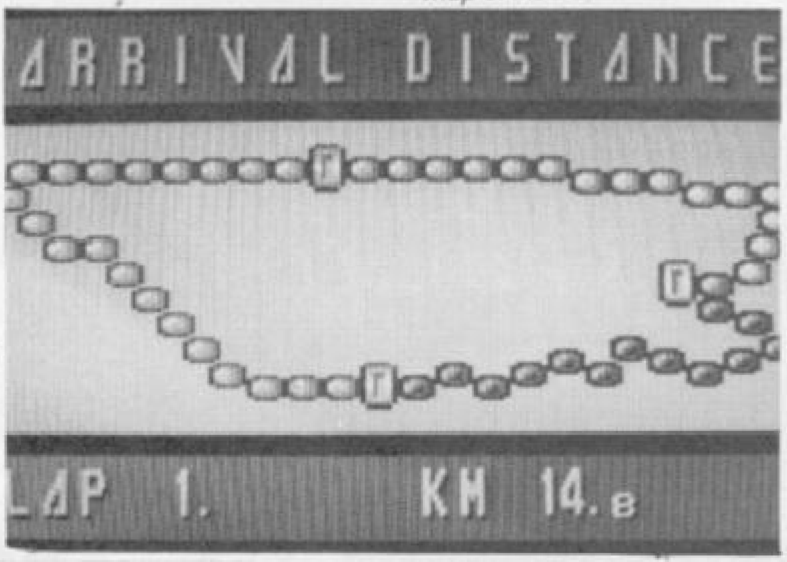
The track runs between three checkpoints, and you have to beat the clock to the next one or retire to the pits in disgrace. Seeking to foil your speedy ambitions are a host of other cars which dodge and weave across the track, crashing into one another, bursting into flames and generally making the going difficult for safe drivers like you.

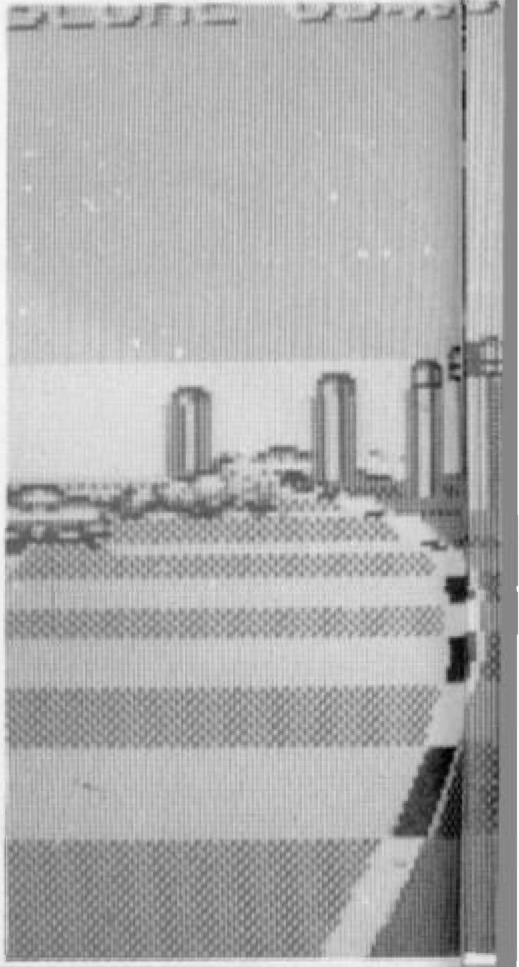
To make a twisty, turny, bumpy track even more dangerous, signboards, lamp posts and other

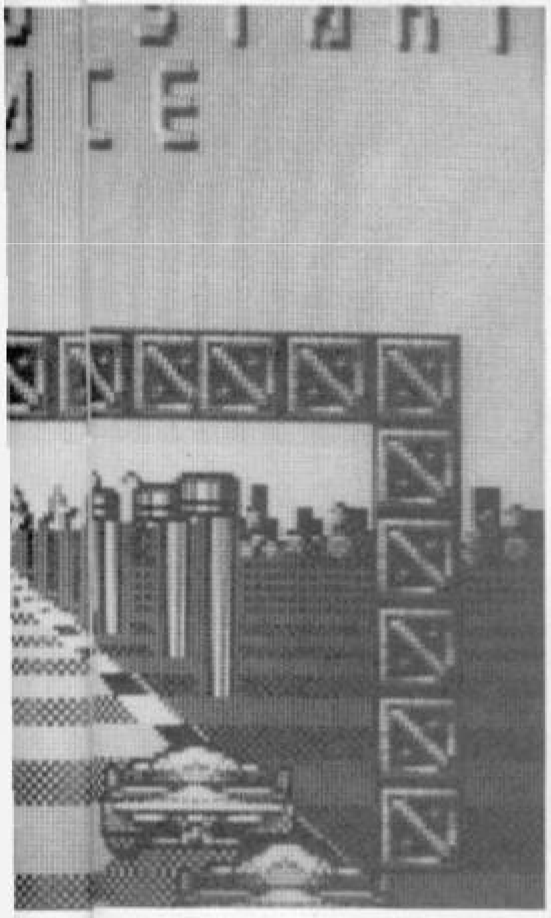


▲ On the starting grid.

▼ Map of the track

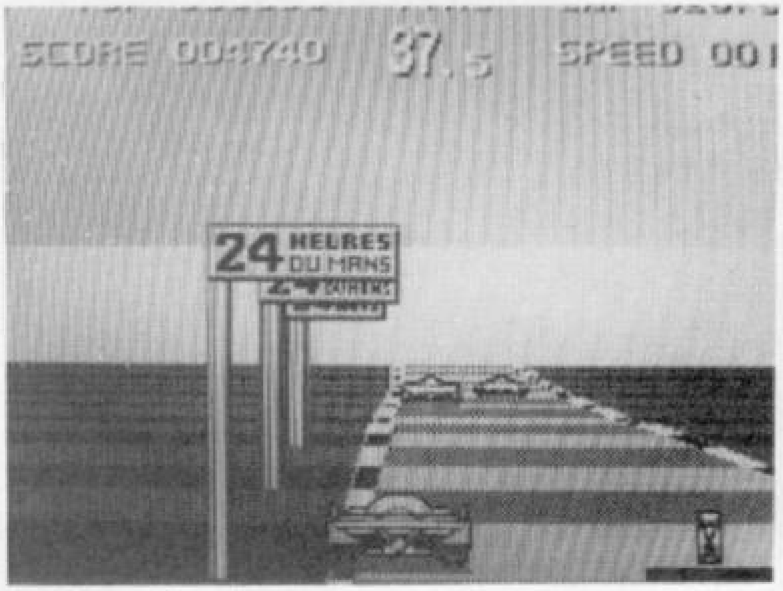




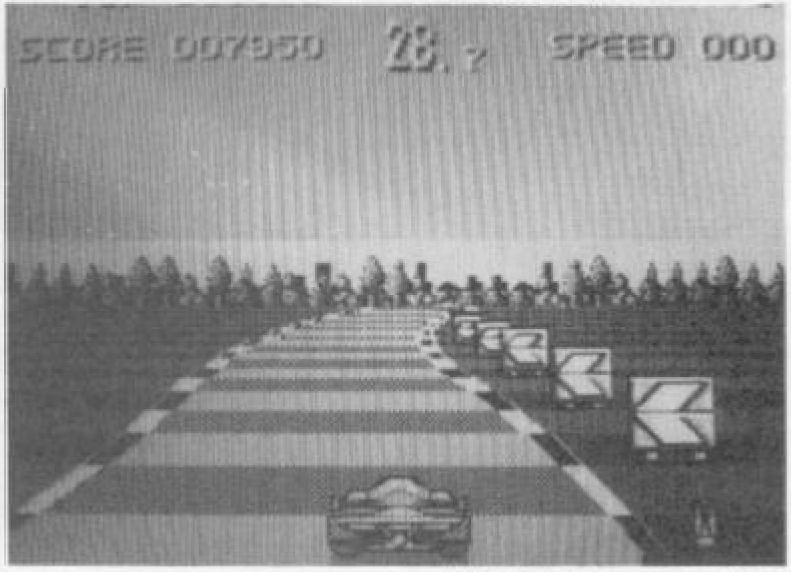


ANS

trackside obstacles lie in wait for the reckless driver, who tries to skid his way through corners at top speed, instead of braking. Unfortunately, breaking is exactly what your car does after a crash has hurled it twenty feet into the air and fifty yards down the track – a sure-fire way to lose time and the race. As the race progresses the track becomes more and more crowded with backmarkers, who like nothing better than crashing into each other and taking you with them as they career off the road.

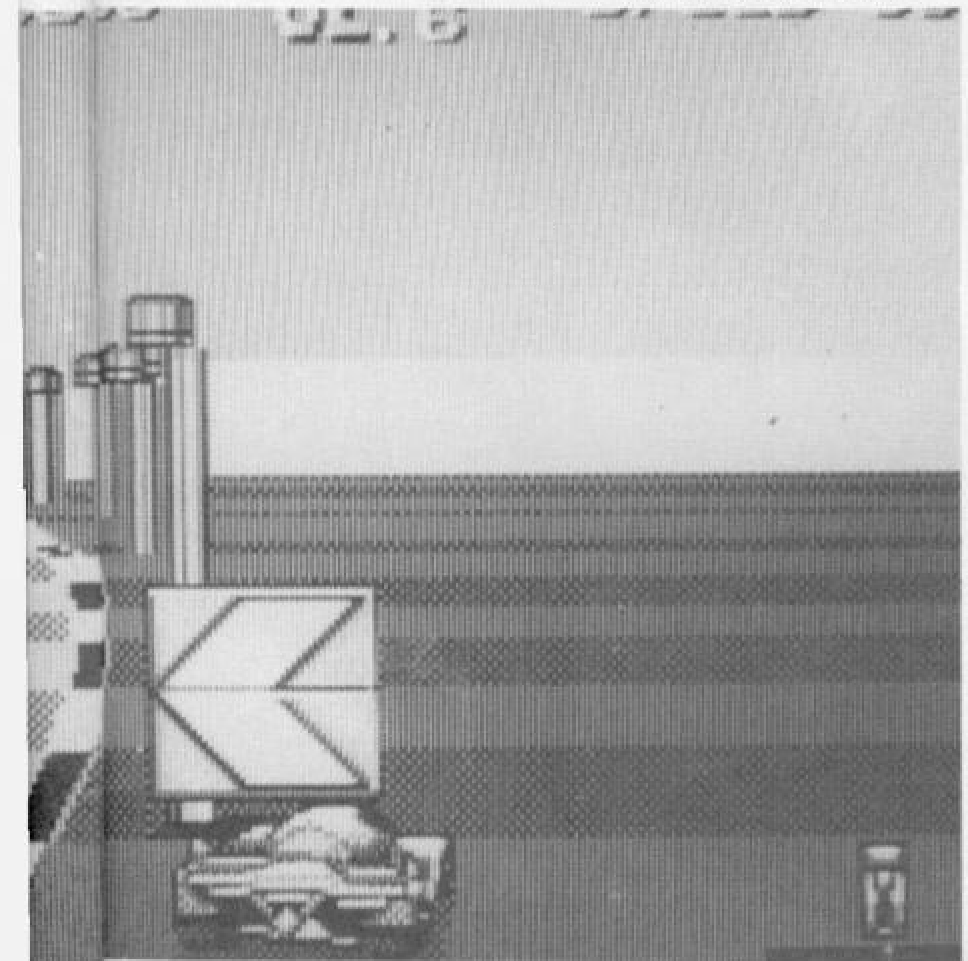


▲ *24 hours of speed.*



▲ *Wec Le Mans – great racer.*

▼ *Spinning out on the bend.*



And that's it really, just what you'd expect from a motor racing simulation, oh, except to say that this one is really good. The track graphics are a teensy bit jerky, but the 3D effect they create is fast and convincing enough, and the car sprites follow the dips and curves in the road perfectly. Apart from the bouncy tunes and jingles the game sounds are limited to the tinny buzz of the engine, which grows irritating as the race goes on, but serves its purpose of indicating when to change up a gear.

Gameplay is as fast as you could hope, and challenging too. After a day's concerted effort I was on the brink of getting onto the third lap but after that the number of the cars on the track and the incredibly tight time limit proved impossible to beat.

Being unable to beat the game is no reason for me to bear it a grudge, though. Indeed, this is one of the most elegant race games I've seen on any computer lately, and it's certainly the best I've played on the Amstrad.

The Spectrum version is of similar high quality and the game doesn't seem to lack anything in spite of the machine's graphical and audio shortcomings. Strange, isn't it, how well driving games translate to the old Speccy?

On these two machines at least, this has to be one of the best arcade conversions going. Test drive it today.

AMSTRAD

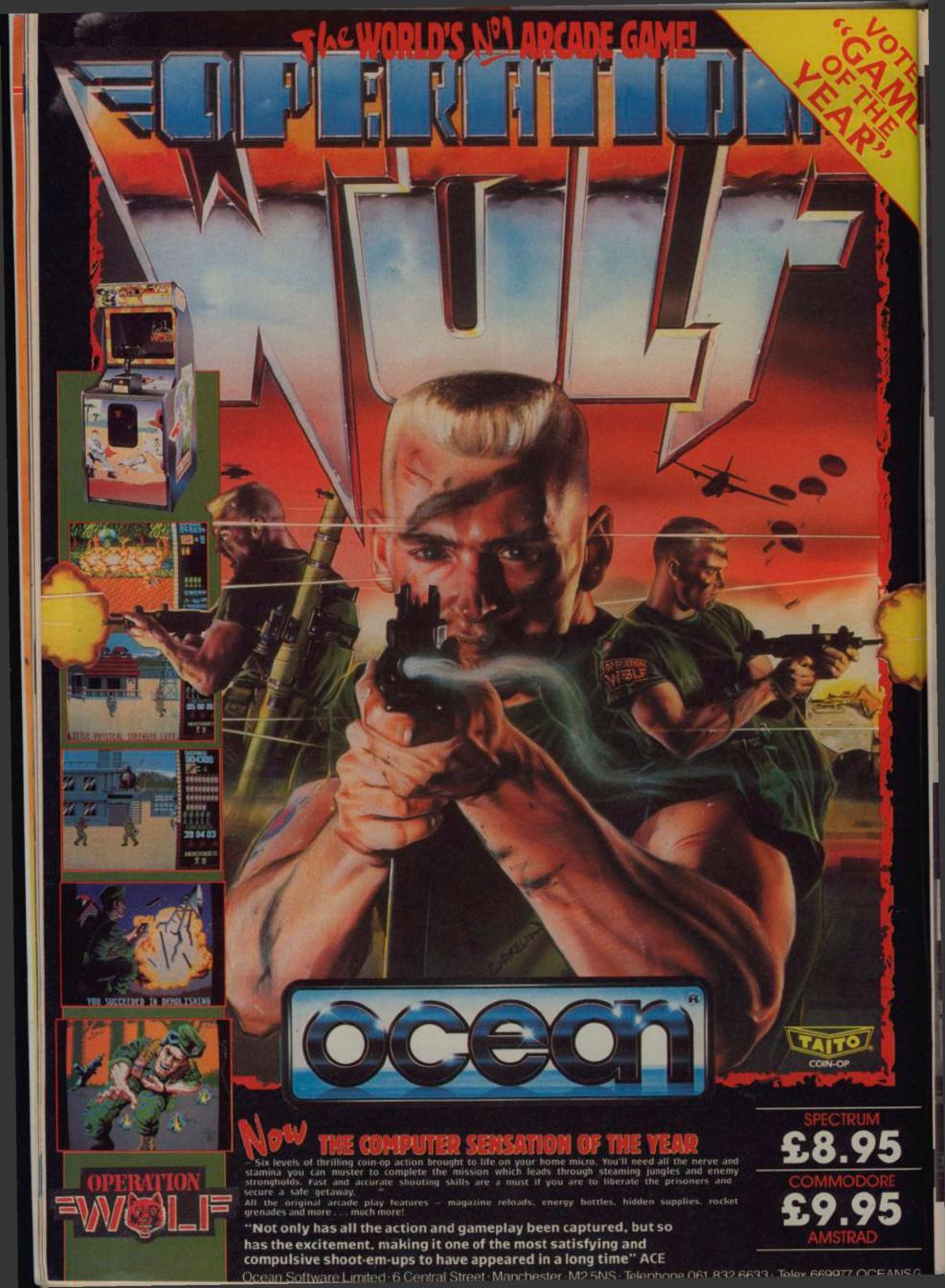
► GRAPHICS	82%
► SOUND	68%
► PLAYABILITY	84%
► VALUE	80%
► **OVERALL**	**82%**

SPECTRUM

► GRAPHICS	88%
► SOUND	81%
► PLAYABILITY	85%
► VALUE	80%
► **OVERALL**	**83%**

UPDATE . . .

The C64 version is a bit of an unknown quantity and we have yet to see anything on that particular game. The 16-bit conversions, due later on in the spring should be up to scratch, certainly in the graphics and sound departments.


The WORLD'S No1 ARCADE GAME!
OPERATION WOLF
"VOTE "GAME OF THE YEAR""
YOU SUCCEEDED IN DEMOLISHING
OPERATION WOLF
ocean
TAITO
COIN-OP

Now THE COMPUTER SENSATION OF THE YEAR

– Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway.

All the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and more . . . much more!

"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

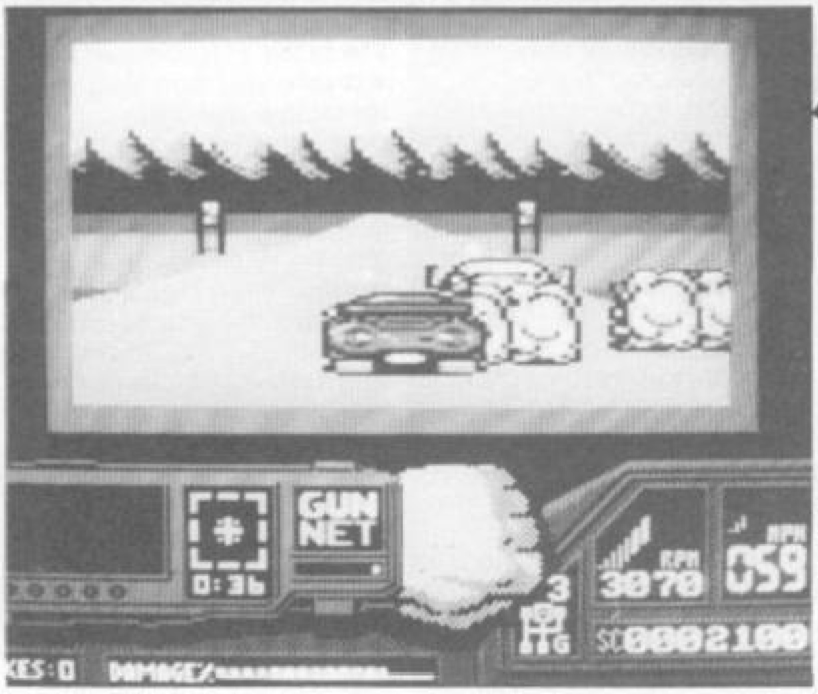
TECHNO COP

► SUPPLIER: GREMLIN.
► PRICE: SPEC £7.99 CASS, AMS?C64 £9.99 CASS, ST/AMIGA/IBM PC £19.99.
► REVIEWER: CIARAN BRENNAN.

The future is going to be a very bleak place if games designers have anything to do with it. If they're not predicting a post-holocaust breakdown of civilisaiton, they're warning of a pre-holocaust breakdown of civilisation . . . not much to choose between them really.

The latest future shock from Gremlin sees the player become an enforcer – a part bionic member of an elite police squad. The squad's main enemy is a gang of villains known as the Dean On Arrival gang (DOAs) and with the help of a turbo-charged VMAS vehicle, a magnum pistol, a villain-tracking radar and a net gun (for capturing those villains you might have a good reason not to kill) it's your job to go and round these characters up one by one.

But enough of this scene-setting – let's get on with the bloodshed. That's right – bloodshed, for despite the plot's search and capture nature, this game is only about driving fast and blowing your enemies into a pile of twitching offal.



▲ *Road Blasters-style blasting.*

This may not be the first ever game to feature graphic bloodshed, but it's certainly the most vivid. If computer games were rated in the same way that films are, this would certainly receive an 18.

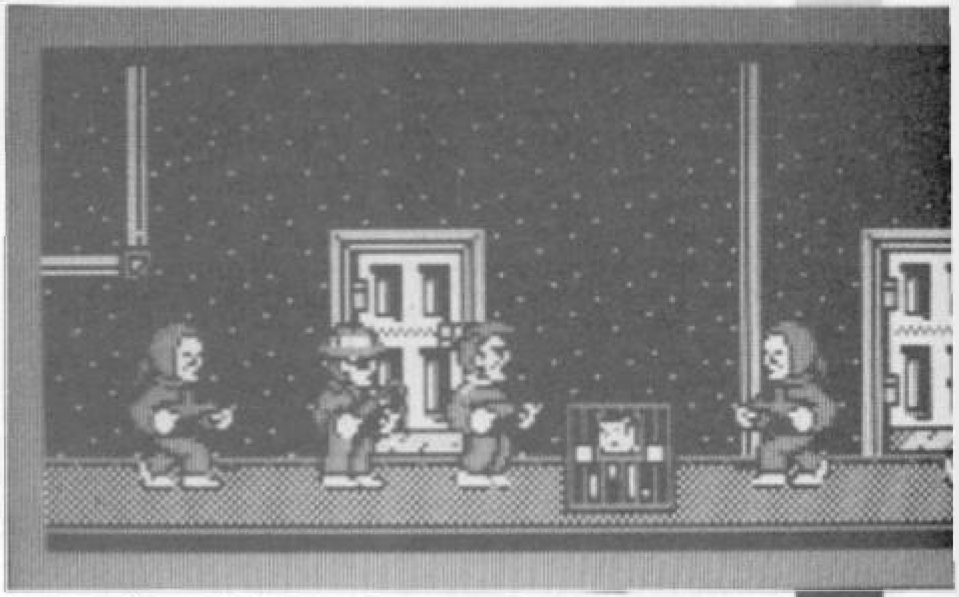
The first section puts the player behind the wheel of the VMAX, simply driving along the road waiting for a crime to be reported on the police radio. The DOAs are also out for a spin, so in true Road Blasters style it's up to you to 'put up or shut up' by either blowing their vehicles to oblivion with your roof-mounted cannon or knocking them off the road.

As soon as a message comes through, it's off to the scene of the crime and out of the car for a spot of pedestrianised searching. The crimes usually take place in multi-storey lifts populated by gangs of gun-toting and whip-cracking villains. Follow your wrist mounted radar to find the suspect and then deal with him according to your orders.

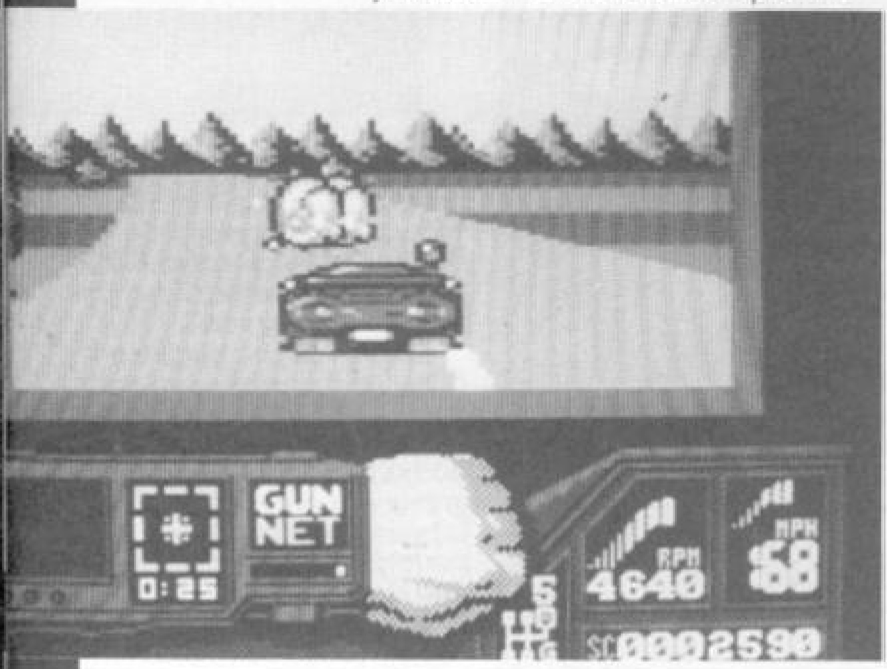
The ultimate objective is to rise from the position of Rookie through the ranks of the enforcers to eventually become top dog. Acting according to orders is all that's needed to achieve this, while going against the grain can see you remain a rookie for quite some time.

What all of this basically amounts to is two games – one a road-racing shoot 'em up, the other a *Rolling Thunder* style scroller. Neither game is particularly stunning in its own right, but coupled together they just about add up to an enjoyable package – but did it really have to be this violent?

▼ *Search the buildings – waste the villains.*



▶ *Kaboom – a villain's car is vapourised.*



AMIGA

► GRAPHICS	71%
► SOUND	73%
► VALUE	71%
► PLAYABILITY	79%
► **OVERALL**	**69%**

AMSTRAD

► GRAPHICS	73%
► SOUND	69%
► VALUE	75%
► PLAYABILITY	79%
► **OVERALL**	**71%**

UPDATE . . .

All versions are currently available.

BATTLEHAW

- **SUPPLIER: US GOLD/LUCASFILM.**
- **PRICE: PC/AMIGA/ST £24.99.**
- **REVIEWER: PAUL GLANCEY.**

After achieving success with their beautiful, but ultimately vacuous, 3D fractal graphic games *(Rescue on Fractalus, Koronis Rift* and *The Eidolon)*, Lucasfilm seemed to drop the technique that had become their trademark and began venturing down two new avenues. Their subsequent releases have been wacky RPGs *(Maniac Mansion* and *Zak McKracken)* and naval warfare simulations.

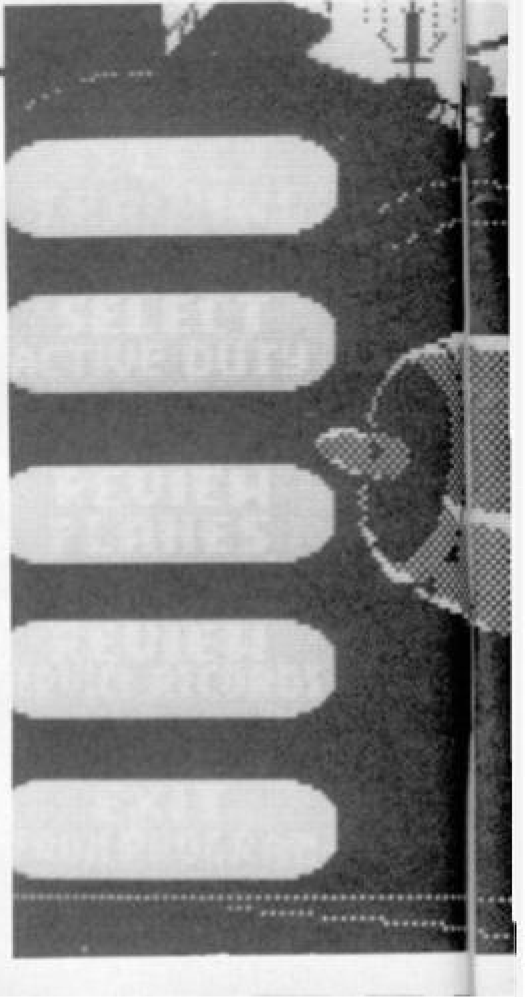
Battlehawks 1942 is one of the latter, though unlike its more contemporary predecessors, *PHM Pegasus* and *Strike Fleet*, this puts you in the pilot's seat of an aircraft fighting it out over the Pacific during World War Two. Having said that, I should add that this isn't strictly to be classed as a flight simulator as the program dispenses with take off and landing procedures and keeps the controls as simple as possible (without compromising too much on realism). Instead, *Battlehawks* concentrates on the techniques of bombing aircraft carriers, torpedoing cruisers and gunning down attacking fighters.

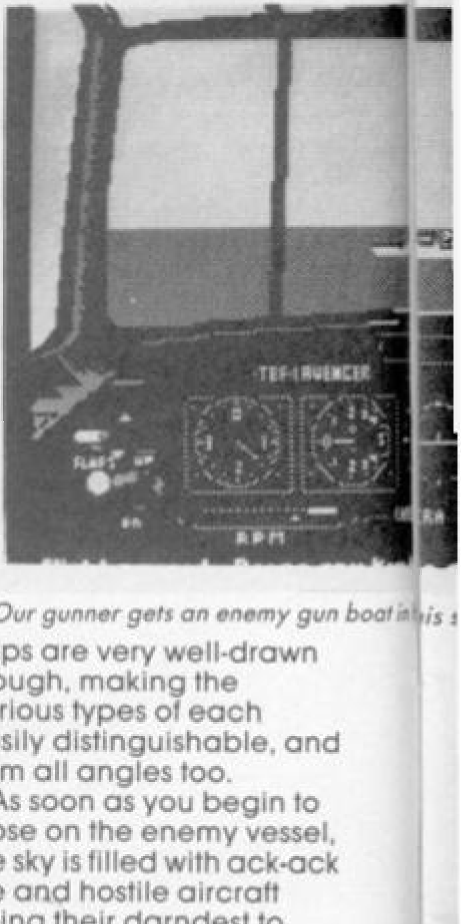
If you feel your skills in these areas are a little rusty, you can start the ball rolling by selecting the training option from the opening screen. This doesn't just give you one mission to fly, but 13: intercept and fighter escort missions providing gunnery practice, dive bombing missions and torpedo runs. Each flight is given a difficulty designation, the easier ones featuring non-manoeuvring targets and the toughest simulating true combat conditions. The way each is played can be altered further by selecting enemy skill levels, limitations of fuel, ammunition and armour, and even which plane you'll be flying and for which side (Japanese or American).

Once you've mastered the basis of airborne warfare you can volunteer for active duty. The programmers have tried to recreate the conditions of four of the major battles fought in the Pacific theatre in 1942 – the battles of the Coral Sea, Midway, the East Solomons and Santa Cruz. Each scenario is played out in four separate missions, all of which vary in difficulty from easy to "impossible?"

When you've decided where, how and with whom you want to fly you can at last get your aircrew in gear. You start your mission on approach to the target, with the screen showing the standard array of gauges below a pilot's eye view of the ocean and its occupants. Different keyboard controls select forward, left, right, downward and rear views, the latter acting as the tail gunner's view if the plane you selected has one. The view of your environment is, to be honest, a pretty bland one, showing just the sea and the sky without clouds or waves. Cosmetic points like this don't matter much, though, as the active air ace has little time to admire the scenery. The "sprites" representing the other aircraft and the ships are very well-drawn though, making the various types of each easily distinguishable, and from all angles too.

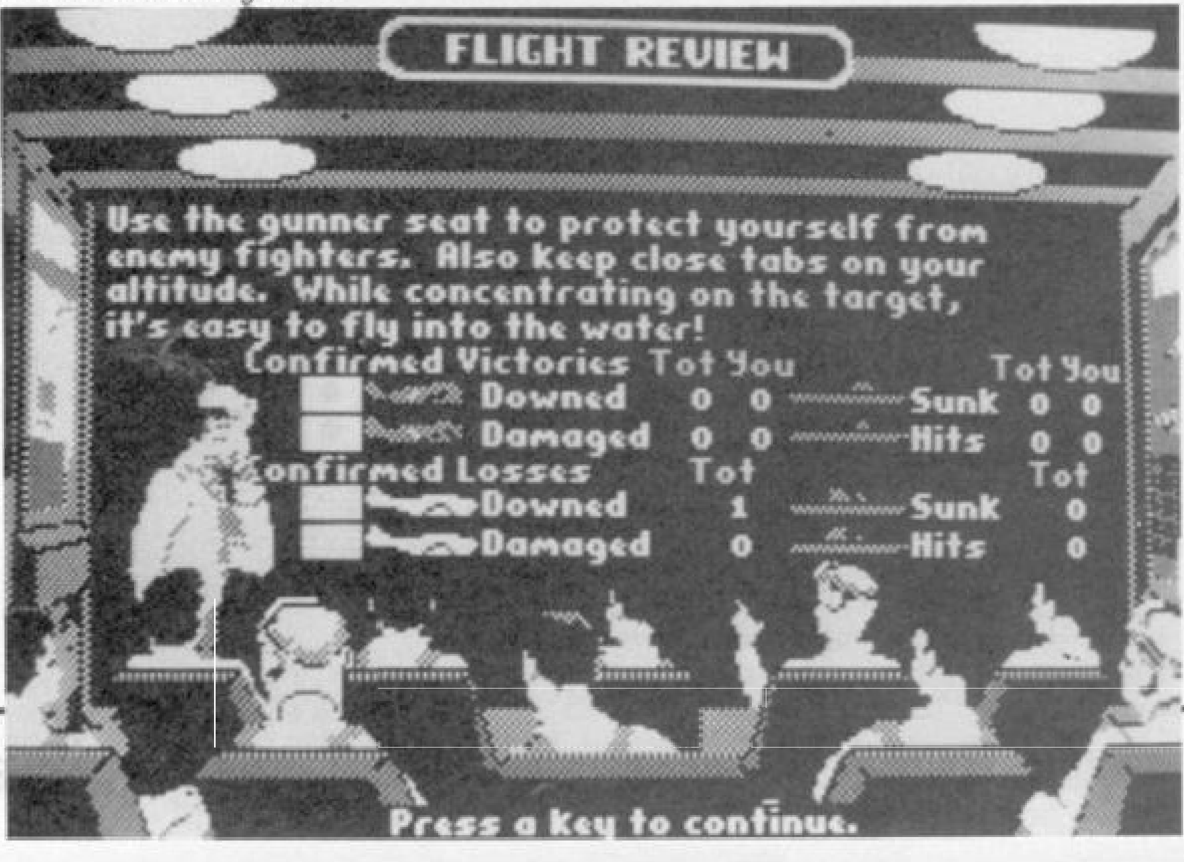
As soon as you begin to close on the enemy vessel, the sky is filled with ack-ack fire and hostile aircraft doing their darndest to make you an ex-pilot. Expect enemy planes to perform realistic offensive and defensive manoeuvres, such as Immelman turns and



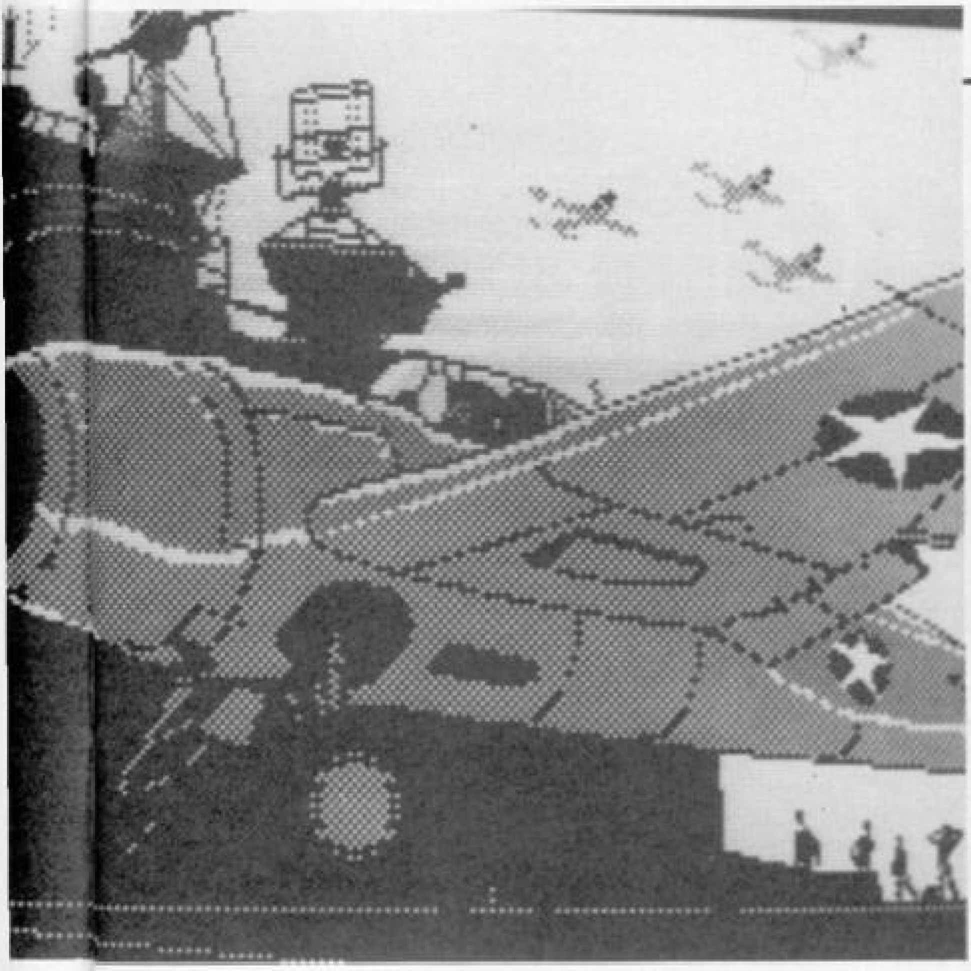


▲ Our gunner gets an enemy gun boat in his

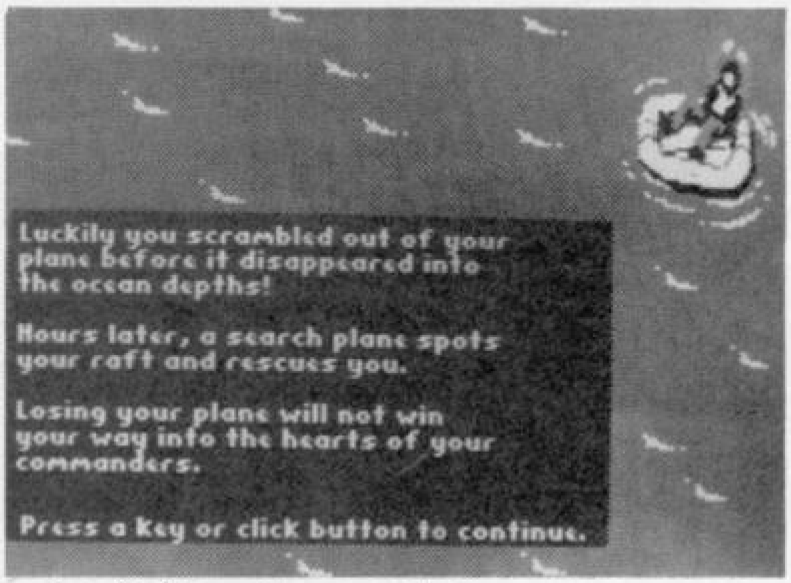
▼ The mission briefing screen.



```
FLIGHT REVIEW

Use the gunner seat to protect yourself from
enemy fighters. Also keep close tabs on your
altitude. While concentrating on the target,
it's easy to fly into the water!
 Confirmed Victories Tot You          Tot You
          Downed    0   0        Sunk  0   0
          Damaged   0   0        Hits  0   0
Confirmed Losses    Tot          Tot
          Downed    1            Sunk  0
          Damaged   0            Hits  0

Press a key to continue.
```



▲ *Choose your mission.*



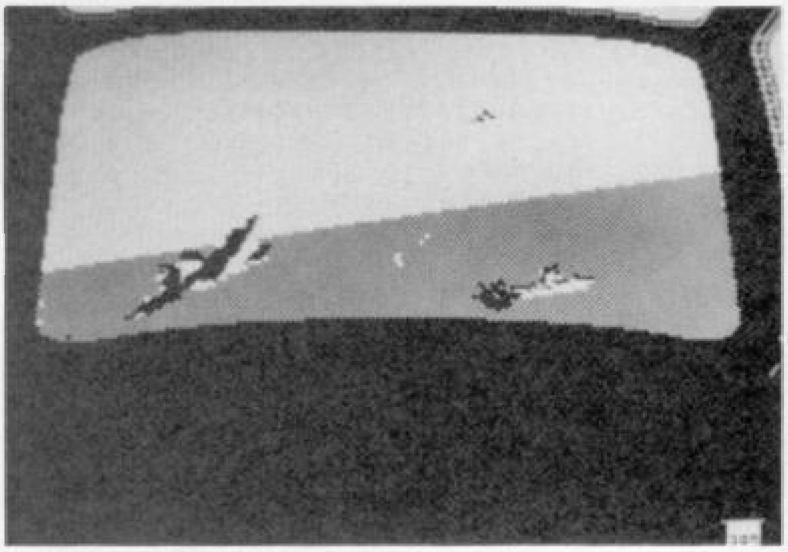
Luckily you scrambled out of your plane before it disappeared into the ocean depths!

Hours later, a search plane spots your raft and rescues you.

Losing your plane will not win your way into the hearts of your commanders.

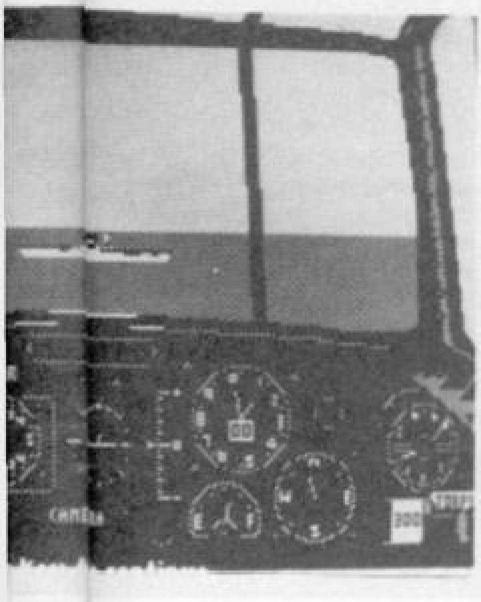
Press a key or click button to continue.

▲ *Ace pilot Glancey takes an early bath.*



▲ *Japanese fighters keep your tail gunner busy.*

VKS



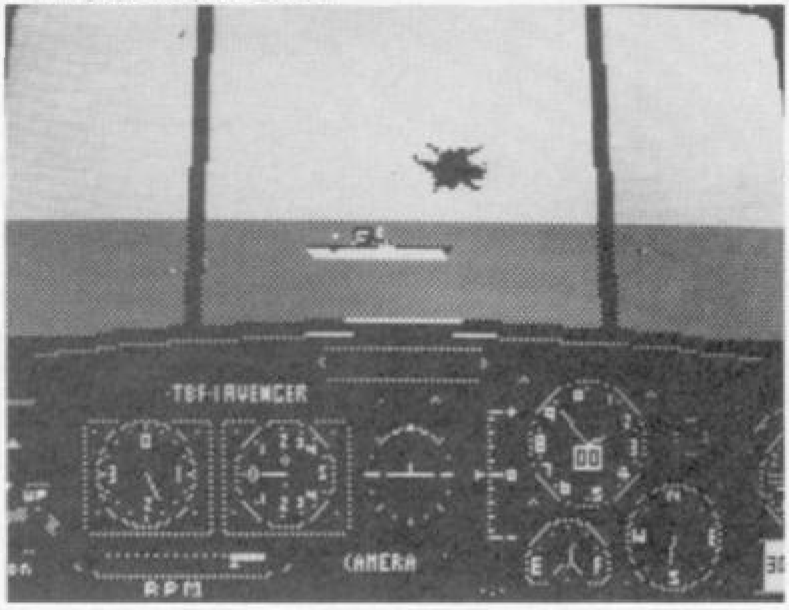
oat in his sights.

Split-S, and Japanese Zero pilots are programmed to take advantage of their aircraft's extra speed and agility to perform dogfighting feats which the American planes are incapable of.

The intelligence of the enemy, and the slightly sluggish controls on the PC version I played make it pretty tough to shoot anything down unless you spend a while practising deflection shooting and "leading" the target. When you do, though, it's very satisfying to watch your enemy plummetting downwards, a plume of smoke billowing from his engine, and sometimes a parachute lifting the pilot to safety before the plane splashes into the water. It's almost as satisfying to eject from your own stricken plane, because you get such a terrific view of your surroundings as you drift downwards, with enemy aircraft whizzing past your head, and the battle continuing around you.

The realism and attention to authenticity make this a very atmospheric and enjoyable game to spend an afternoon playing, even if you're not a fan of flying games or a period warfare buff. The excellent manual covers the fundamentals of flight and air combat, details the specifications and evaluates each type of aircraft and each warship which features in the game, and provides maps and commentaries on the four battles included. This typically high standard of Lucasfilm presentation also makes it's presence felt in the extensive and easy to use game selection and briefing menus which form such an essential part of the simulation. I didn't find it quite as compelling as *Strike Fleet*, but it kept me engrossed for many an hour. If you've got a PC and want a diversion from Lotus laffs and word-processing wheezes, this is definitely one to look out for.

▼ *Lining up a torpedo attack.*



PC

► GRAPHICS	80%
► SOUND	40%
► PLAYABILITY	89%
► VALUE	88%
► **OVERALL**	**85%**

UPDATE . . .

The PC version was good, but the ST and Amiga games should be better, with more colours and better sound. Gameplay should be exactly the same, though, if not faster, so it should be an even more essential purchase when it comes out in February.

DRAGON NINJA

► **SPECTRUM £8.95, C64/AMSTRAD £9.95 CASSETTE, £14.95 DISK, ST £19.95, AMIGA £24.95.**
► **REVIEWER: PAUL GLANCEY.**

Well, Ocean didn't waste much time with this conversion – the Dragon Ninja coin-ops only came off the jumbo from Japan about five months ago. By all accounts it was a fairly successful game in spite of the fact that it was in the market (two player beat 'em ups) where Double Dragon reigned supreme.

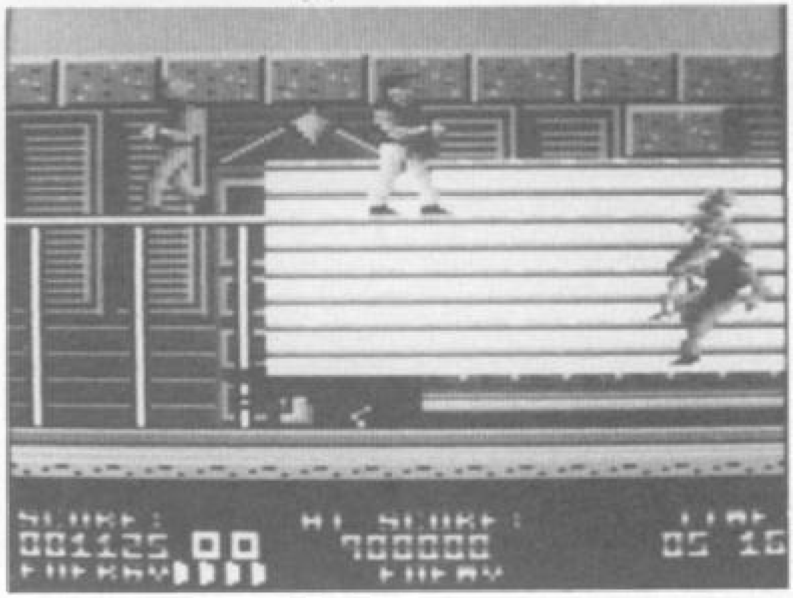
Ocean's Amstrad conversion lacks the two player option, unfortunately, so you're cast as Blade, a lone fighting machine with a mission to plough through seven scrolling levels of hostile martial artists, and rescue the president of the USA. The fighting moves at your disposal are decidedly unimaginative, just high, low and middle kicks, no fun shoulder-throws, knees to the groin or elbows to the stomach, alas. You do get the option of a mega punch, available by holding down the fire button until Blade's head flashes. In theory this should let rip a blow fit to knock the trunk off an elephant, but I didn't find it any more devastating than the standard middle kick for some reason.

Should you get the better of an armed opponent, you can pick up his weapon, be it a nunchuka or a dagger, and use it to extend the range of your lethal influence by at least six or seven pixels. These come in especially handy at the end of levels when the awesome fatty fighters appear. It has to be said that the ones I reached weren't particularly awesome at all, and were pretty easily defeated.

The thing I didn't really like about Dragon Ninja was that, like a lot of games of this type, there isn't really much room for thoughtful play. For the most part, beating the other guys is simply a matter of how fast you can keep turning around and pressing the fire button – no really special moves for special situations as there are in Double Dragon.

Myself, I wasn't that keen on Dragon Ninja, but all you hardened beat 'em up fans and lovers of the coin-op will probably be getting your money's worth from the conversion. It's competent in the graphics, sound and gameplay departments, but not destined to be a classic example of the genre.

▼ Blade knocks two bad guys for six.

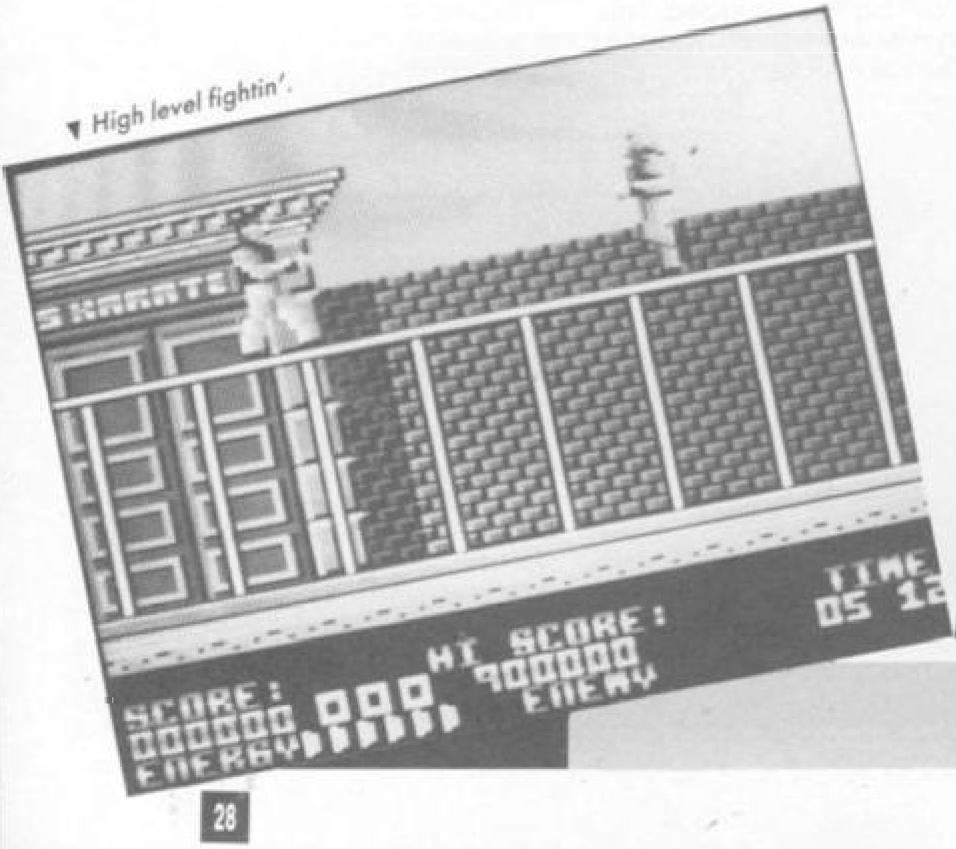


AMSTRAD	
► GRAPHICS	78%
► SOUND	70%
► PLAYABILITY	69%
► VALUE	68%
► **OVERALL**	**69%**

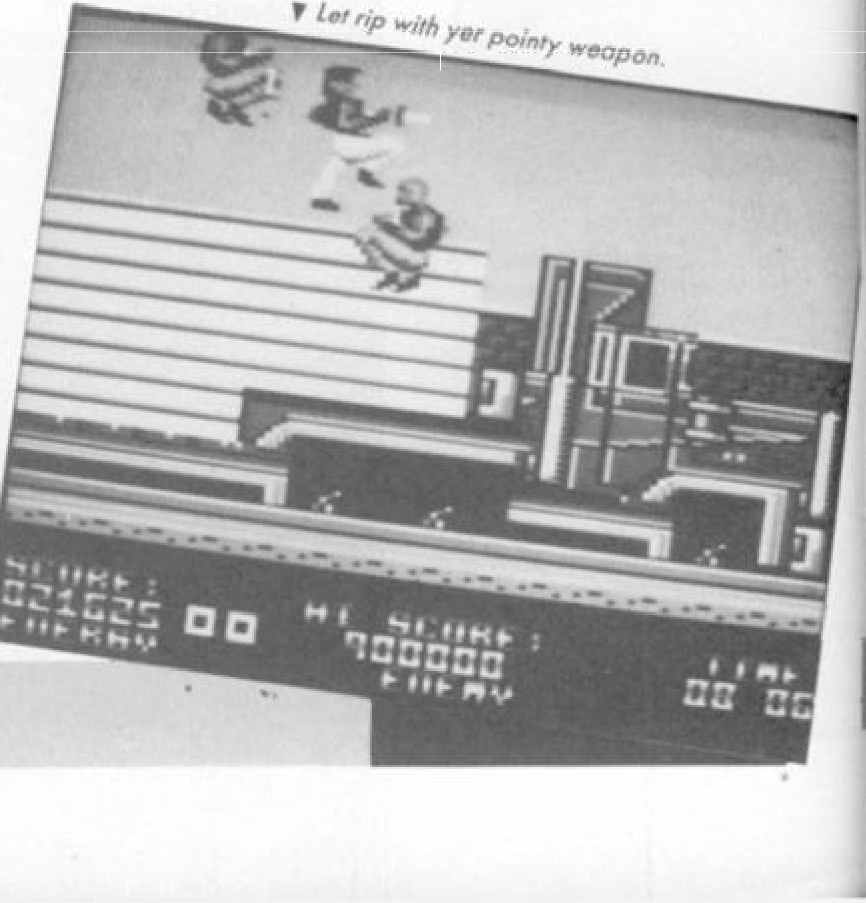
UPDATE . . .

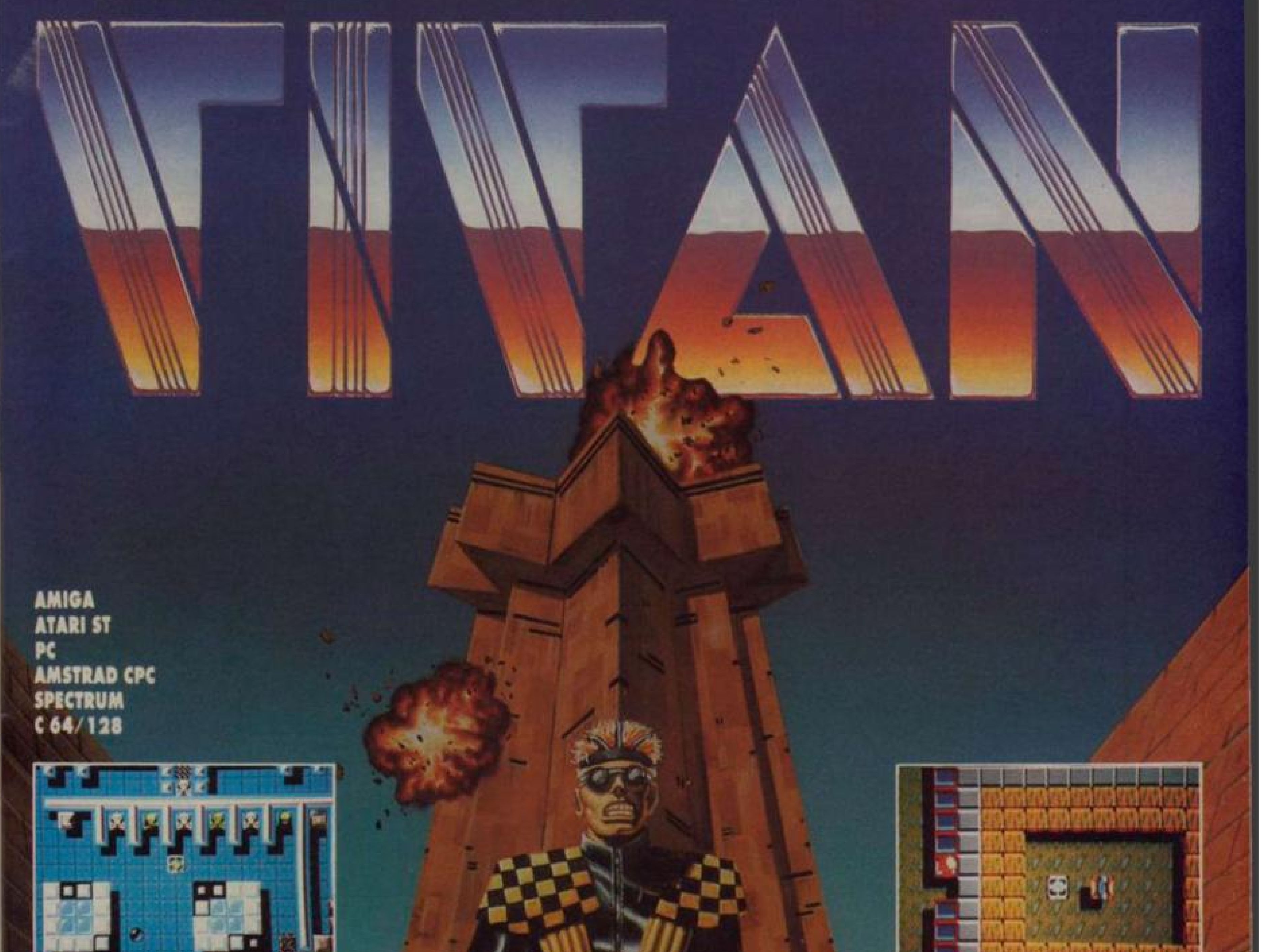
The good news for ST and Amiga owners is that the conversions for their machines should feature the two player option, and that coupled with their better graphics and sound should make Dragon Ninja more of a force to be reckoned with in the beat 'em up market.

▼ High level fightin'.



▼ Let rip with yer pointy weapon.




TITAN
AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128
TITAN

TITUS

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126

© 1988 TITUS, TITAN, TITUS AND THE TITUS LOGO ARE REGISTRED TRADE MARKS OF TITUS L.T.D.

NOW TAKEN

Castle Computers

DEPT C + VG.1.
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS – OFTEN IMITATED – NEVER BEATEN – PHONE US FOR SPECIAL OFFERS

SPECTRUM SPECIAL OFFERS	
Dragon Ninja	6.56
Afterburner	6.75
Op Wolf	6.00
Hellfire Attack	6.50
Double Dragon	6.75
Thunderblade	6.56
Robocop	6.75
R-Type	6.95
S.D.I.	5.00
Inter Karate +	2.00
Leaderboard	2.50
Spy v Spy (Trilogy)	3.95
Nebulus	2.99
Enduro Racer	2.99
Venon Strikes Back	3.00
Blood Valley	2.99
North Star	2.99
Last Ninja II	7.99
G.B. Air Rally	2.99
Lazer Squad	6.50
Sentinal	2.00
The Big Sleeze	1.99
Black Lamp	2.99
Batman II	6.75
Cholo	1.99
Cptn America	1.99
Crosswize	2.99
Dark Sceptre	2.99
Rambo III	5.75

SPECTRUM SPECIAL OFFERS	
Question of Sport	9.95
Wec Le Mans	6.25
Untouchables	6.25
Shoot Out	6.50
Rex	6.50
Empire Strikes Back	6.75
Druid	1.99
Druid II	1.99
Eye	1.99
Gunslinger	1.99
Gauntlet	2.75
Uridium	2.75
Galactic Games	1.99
Gothic	2.99
Hysteria	2.99
Glider Rider	1.75
Inter Cricket	1.75
Techno Cop	6.00
Butcher Hill	5.75
Knucklebusters	1.00
Knightmare	1.99
Lazer Tag	1.99
Last Mission	1.99
Loads of Midnight	1.99
Moon Strike	2.99
Magnetron	2.99
Mag Max	1.99
Mystery of the Rule	1.99
Ninja Hampster	1.99

SPECTRUM SPECIAL OFFERS	
Nightraider	6.99
Oink	1.75
Overlander	5.50
Crazy Cars	6.50
Fire and Forget	6.50
Joe Blade II	1.75
Fire Fly	2.99
Psycho Soldier	1.99
Quartet	2.99
19 Boot Camp	6.75
Yogi Bear	1.50
Red LED	1.50
Rygar	2.99
Road Blasters	5.75
Super Cycle	1.75
Spitfire 40	2.99
Biggles	1.75
Zythum	1.00
Super Sprint	1.99
Space Shuttle	1.75
Classic Muncher (128k only)	6.00
Typhoon	5.25
Thing Bounces Back	2.99
Tetris	2.99
View To A Kill	1.75
Savage	6.00
Virus	5.00
Wolf Man	2.99
Wizz	1.55

SPECTRUM SPECIAL OFFERS	
Terror of the Deep	1.99
Carrier Command	9.99
Exploding Fist +	5.50
4x4 Off Road Racing	6.99
Echelon	6.75
Victory Road	5.00
Black Tiger	6.00
Ancient Battles	10.95
Anuls of Rome	7.99
Sorcerer Lord	7.99
Round Heads	2.99
Red Coats	3.95
Waterloo	3.95
Guadal Canal	1.99
High Frontier	1.99
Conflicts I	5.99
Conflicts II	4.99
Blitzgrieg	6.95
Napoleon at War	6.95
Arnham	6.95
Desert Rats	6.95
Stalingrad	6.95
Yankee	6.95
Skate Crazy	5.50
Yeti	2.99
Teladon	2.99
Football Manager II	6.50
Lancelot	10.95
Yabba Dabba Do	1.75
Airbourne Ranger	6.99

SPECTRUM SPECIAL OFFERS	
Nebulus	2.99
The In Crowd	9.95
Six Pak Vol III	6.99
Taito Coin Op	8.95
Ring Wars	5.50
Skate Ball	6.99
Teramex	2.99
Heroes of the Lance	6.99
Frightmare	2.99
School Daze	1.75
Back to School	1.75
BBC Quiz Master	2.99
Action Reflex	0.50
Giants	9.95
The Munsters	6.99
Xenon	6.99
Cp'n Blood	6.99
Last Duel	6.75
LED Storm	6.99
Sanxion	6.75
War in Middle Earth	6.99
Ninja Massacre	2.75
4 Soccer Simulators	6.99
I.S.S.	6.99
Game Set and Match 2	8.95
Live and Let Die	6.99
Silent Service	6.99
Tracksuit Manager	6.50
Gunship	6.75
Final Assault	6.75

SPECTRUM SPECIAL OFFERS	
Space Ace	9.95
Netherworld	6.50
Soldier of Fortune	6.00
Dark Fusion	6.00
Inter Rugby Sim	1.79
Death Chase	2.79
Who Dares Wins 2	1.79
Inter Speedway	1.79
Football Frenzy	1.79
Ghostbusters	1.79
BMX Simulator	1.79
Arcade Classics	1.79
Fruit Sim	1.79
Ski Sim	1.79
European 5 A Side	1.79
Ninja Scooter Sim	1.79
Pulse Warrior	1.79
BMX Simulator	1.79
Zybex	2.79
Rally Sim	2.79
On Cue	2.79
Ninja Massacre	2.79
Tomcat	1.79
Slug	1.79
Shanghai Karate	1.79
Metal Army	1.79
Werewolf Sim	1.79
SWAT	1.79
Eagles Nest	1.79

WE NOW OFFER AN EVEN FA
USING 1st CLASS POST. PLEA
P & P 50p ON ALL ORDERS
OVERSEA
LOWER PRICES ON
ALL FAULTY SOFTWARE E

NOW'S THE TIME TO BUY

ST SPECIAL OFFERS	
2000 L'gues Under the Sea	12.95
Barbarian II	12.95
Batman II	10.00
Cap Fizz	9.95
Cosmic Pirate	12.50
Crazy Cars II	12.50
Dragon Scope	12.95
F16 Falcon	14.95
Federation of Free Traders	19.95
Freedom	12.95
Gaulregond Domane	12.95
G.L. Hot Shots	13.95
Hell Bent	12.95
Helter Skelter	9.95
I.S.S.	12.95
Iron Lord	14.95
Joan of Arc	13.95
Manhattan Dealers	12.95
Nite Hunter	12.95
Puffys Saga	12.95
Purple Saturn Day	14.95
Superman	13.95
Techno Cop	13.95
Teenage Queen	13.50
The Munsters	12.95
Tiger Road	13.95
Tracksuit Manager	12.95
Wanted	12.95
War in Middle Earth	14.95
Zany Golf	15.95

ATARI ST SPECIAL OFFERS	
Lombard Rally	14.95
Kyrstal	19.95
S.T.O.S.	19.95
Menace	12.95
Question of Sport	12.95
Weird Dreams	14.95
Black Orchid	12.95
BAAL	12.95
Pac Mania	12.95
R Type	13.95
Afterburner	13.95
Space Harrier 2	12.95
Starglider II	13.95
Robo Cop	12.95
Rocket Ranger	19.95
Sinbad	8.95
Paintworks	8.95
Double Dragon	12.95
Flying Shark	12.95
Hostages	14.95
Fish	12.95
Powerdrome	14.95
Skateball	14.95
Skate or Die	14.95
Test Drive	15.95
Stack	23.95
Lancelot	14.95
GFL Football	7.95
Deja Vu	10.00

ATARI ST SPECIAL OFFERS	
Tetris	7.95
Spitfire 40	9.95
IK+	12.95
Return of the Jedi	12.95
F16 Fighter Pilot	14.95
Catch 23	5.95
Mindshadow	3.95
Borrowed Time	3.95
ST 5 Star	15.50
Speedball	14.99
Tanglewood	8.95
Kennedy Approach	14.95
Thunderblade	13.50
Heroes of the Lance	16.95
Garfield	13.95
Rogue	6.00
Iron Lord	15.95
Karate Kid II	7.95
Leisure Suit Larry II	15.95
Nebulus	13.95
Amazon	4.95
Winter Olympiad 88	7.95
Summer Olympiad 88	7.95
Slaygon	6.95
Elite	14.95
Op Wolf	12.99
WEC Le Mans	12.95
Carrier Command	14.95
Degas Elite	14.95
Barbarian II	12.99

ATARI ST SPECIAL OFFERS	
Sundog	6.99
F15 Strike Eagle	15.95
Enduro Racer	5.95
1943	12.95
Night Raider	12.95
Super Hang On	12.95
Gunship	14.95
California Games	13.95
720˚	13.95
Project Stealth Fighter	15.95
Legend of the Sword	14.95
Pac Land	12.95
Rambo III	12.95
Beyond Zork	9.95
Virus	12.95
Uninvited	14.95
Fish	12.95
Verminator	14.95
Flight Sim II	25.95
Plundered Hearts	7.95
Perry Mason	6.95
Dark Castle	6.95
Fire and Forget	14.95
Dungeon Master	14.95
Ultimate Golf	14.95
Tracksuit Manager	12.95
Sargon 3 Chess	12.95
Ghosts & Goblins	12.95
Skrull	14.95
Hacker II	3.95

AMIGA SPECIAL OFFERS	
Baal	12.95
2000 Leagues Under Sea	12.95
Barbarian II	12.95
Batman II	14.95
Robo Cop	15.95
CPN Fizz	10.50
California Games	14.99
Cosmic Pirate	12.95
Prison	12.95
F16 Falcon	19.95
Helter Skelter	9.95
I.S.S.	14.95
Int Karate +	14.95
Super Hang On	14.95
Galdregons Domain	12.95
GL Hot Shots	13.95
Gauntlet 2	13.95
Hell Bent	12.95
Shoot Em Up Con Hit	15.95
Techno Cop	13.95
The Munsters	13.95
Teenage Queen	13.95
TV Sports Football	17.95
Wanted	12.95
War in Middle Earth	15.95
Superman	14.95
Kennedy Approach	14.95
Manhattan Dealers	12.95
Purple Saturn Day	14.95
Circus Games	14.95

AMIGA SPECIAL OFFERS	
Music Studio	8.95
Arkanoid II	7.95
Flight Path 737	6.95
Fairy Tale Adventure	9.95
Battle Chess	15.95
GFL Football	8.95
Iron Lord	16.95
Lombard Rally Sim	14.95
Thexder	7.95
GB Air Rally	8.95
Power Drome	16.95
Elite	14.99
City Defence	6.95
Federation of Free Traders	19.95
Marble Madness	9.95
Barbarian	8.95
Obliterator	8.95
Terapods	8.95
Summer Olympiad 88	7.95
Weird Dreams	14.95
Virus	12.99
Rocket Ranger	16.99
Out Run	9.95
Highway Hawks	12.95
Interceptor	14.95
Hostages	14.95
Emerald Mine	6.95
GFL Basketball	7.95
Inter Soccer	12.95
Skate or Die	16.95

NOW TAKEN

Castle Computers

DEPT C + VG.1.
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS – OFTEN IMITATED – NEVER BEATEN – PHONE US FOR SPECIAL OFFERS

C64 SPECIAL OFFERS	
Dragon Ninja	6.50
Star Trek	6.75
Op Wolf	6.50
R-Type	6.75
Guerilla War	6.50
After Burner	6.99
Thunderblade	6.00
Exploding Fist +	6.75
Zak McKrocen	6.99
I.S.S.	6.99
Robo Cop	6.75
Tiger Road	6.50
The Muncher	6.99
Question of Sport	9.95
Return of Jedi	6.75
S.D.I.	6.00
Double Dragon	6.75
Que Dex	2.99
Hunters Moon	2.99
Delta	2.99
Blood Brothers	2.99
Blood Valley	2.99
Super Hang On	3.95
Wonder Boy	3.95
Spy v Spy (Trilogy)	3.95
Summer Olympiad	3.95
Fire Fly	2.99
Starglider	2.99
Gothic	2.99
Sentinal	2.99

C64 SPECIAL OFFERS	
Flying Shark	2.99
Magnetron	2.99
Legions of Death	2.99
Barbarian II	6.50
Frightmare	2.99
Nightmare	2.99
Enduro Racer	2.99
Inter Karate +	2.99
Bangkok Knights	2.99
Rampage	2.99
Emlyn Hughes Soccer	6.99
Dantys Inferno	1.00
Super Dragon Slayer	6.50
How to be a Complete B	1.99
High Noon	1.99
Hunch Back II	1.99
Tracker	2.99
Tetris	2.99
Tranton	2.99
North Star	2.99
Masters Universe	2.99
Mask II	1.99
Western Games	1.99
Winter Games	1.99
Last Ninja 2	7.99
Leaderboard Executive	2.99
Cave Man UG Lympics	6.99
Skate or Die	6.99
Rock'em	6.99

C64 SPECIAL OFFERS	
Mega Opacolipse	1.50
Skateball	6.99
Hawk Eye	6.50
Lords of Midnight	1.25
Indiana Jones	2.99
Bobsleigh	1.99
Red Storm Rising	9.95
Action Force	2.95
Micro Prose Soccer	9.95
Peter Beardsleys Soccer	6.99
Kung Fu Master	1.00
Rygar	2.99
Top Fuel Chall	1.99
CPN America	1.99
Indoor Sports	2.99
Rambo III	6.25
Savage	6.75
Pac Mania	6.50
Pac Land	6.50
4x4 of Road Racing	6.99
Heroes of the Lance	6.99
LED Storm	6.99
Black Tiger	6.99
Impossible Mission II	6.75
Karnov	2.99
Armalite	6.50
The In Crowd	9.98
New Games Five	4.99
Sporting Classics	2.99

C64 SPECIAL OFFERS	
Mega Games Vol 1	6.99
Skate Rock	1.99
Scary Monsters	1.99
720°	2.99
Night Raider	5.95
Road Blasters	6.50
Andy Cap	2.99
Bedlam	2.99
Tbrock	4.95
Bismark	4.95
Sourcerer Lord	6.95
Pegasus Bridge	5.95
Anuls of Rome	7.95
Power Struggle	2.99
Guadal Canal	2.99
Tracksuit Manager	6.50
Quartet	2.99
B24 Bomber	3.95
Oakiwawa	3.95
Galactic Games	1.99
Battle for Normandy	2.99
Leaderboard	2.50
Puffys Saga	7.25
Corporation	1.99
Test Drive	6.99
Chainsaw Warrior	6.99
Jet Boys	1.99
Election	1.99
Defender of Crown	3.95
Winter Olympiad	3.95

SPECTRUM DISC & C64 DISC

C64 DISCS

GAMES DISCS; NEW,
BUT UNTESTED
30 ASSORTED FOR **£10.00**

COMPLETE WITH
INSTRUCTIONS BUT NO CASES
MANY DIFFERENT TITLES BUT
TAKE THEM AS THEY COME.

SOLD AS BLANKS

SPECTRUM + 3/AMSTRAD DISCS
TO BE SOLD AS BLANKS
FIRST COME FIRST SERVED

5 DISCS FOR **£10**
10 DISCS FOR **£17**

BE QUICK FOR THESE AS THEY
WON'T LAST LONG!

C64 DISK	
American Civil War Vol 1	12.95
American Civil War Vol II	12.95
American Civil War Vol III	12.95
Battlefront	12.95
Battle for Normandy	12.95
Carriers At War	12.95
Europe Ablaze	12.95
Halls of Montezuma	12.95
Russia	12.95
Rommel	12.95
Reach for the Stars	12.95
McArthurs War	12.95
Red Storm Rising	12.95
Starfleet I	10.95
Wasteland	11.95
Bards Tale I	10.95
Bards Tale III	10.95
Bards Tale II	10.95
Wolf Man	3.95
Road Warriors	2.99
Acolade Comiks	3.99
Gemstone Warrior	2.99
GFL Football	2.99
Gunboat	1.99
Station Fall	9.95
Border Zone	9.95
Hitch Hikers Guide	9.95
Plundered Hearts	9.95
Moon Mist	9.95
Sherlock	9.95

ASTER SERVICE THAN EVER BEFORE
EASE STATE C+VG IN ALL ORDERS.
S UNDER £5. OVER £5 P & P IS FREE.
EAS £2 PER TAPE.
ON ALL AMIGA SOFTWARE
EXCHANGED WITHOUT QUESTION.

NOW'S THE TIME TO BUY

AMIGA SPECIAL OFFERS	
Robbeary	12.95
Phalanx II	6.95
Garfield	12.99
Pinball Wizard	6.95
Hacker	4.95
Hacker II	4.95
Insanity Fight	7.95
Nord & Bert	7.99
Leather Goddess	12.95
Beauracracy	9.95
Three Stooges	9.95
Thunderbolt	4.95
Tetris	6.95
Return of the Jedi	14.95
Fortress Underground	7.95
Sword of Sodan	18.95
Hybris	18.95
Zynaps	13.95
U.M.S.	15.95
Ultimate Golf	14.95
Op Wolf	14.95
Capone	18.95
Fantavision	24.95
Legend of the Sword	14.95
Black Jack Academy	7.95
Star Wars	12.95
Witness	7.95
Live & Let Die	14.95
Paper Boy	15.95
Ghosts & Goblins	15.95

SEGA SPECIAL OFFERS	
R-Type	26.95
Afterburner	23.95
Power Strike	19.95
Alex Kid	19.95
Enduro Racer	19.95
Kung Fu Kid	19.95
Penguin Land	26.95
Golvellius	22.95
Thunderblade	22.95
Chernobi	22.95
Alex Kid Lost Stars	22.99
Alien Syndrome	22.99
Wonderboy Monster Land	22.99
Pro Wrestling	17.95
Great Golf	19.95
Great Football	19.95
Ninja	19.95
Secret Command	19.95
Cube Zone	1.95
Choplifter	19.95
Black Belt	19.95
Action Fighter	19.95
Monopoly	26.95
Fantasy Zone	19.95
Fantasy Zone II	22.95
Sega Master System	**74.95**
Master System Plus	**89.95**
Super System	**119.95**
Control Stick	**12.95**

ATARI 2600 SPECIAL OFFERS	
Mouse Trap	7.95
Atlantis	7.95
Commando	12.95
Crystal Castles	7.95
Sky Jinx	7.95
Knight Stalker	7.95
Moonsweeper	7.95
Knightmare	7.95
Private Eye	7.95
Skin Diver	7.95
Bump & Jump	7.95
Real Sports Soccer	7.95
Keystone Capers	7.95
Kangaroo	7.95
Pigs in Space	7.95
Ghostbusters	12.95
Demon Attack	7.95
Sword Quest	7.95
Dragster	7.95
Centepede	7.95
Milipede	7.95
Inter Soccer	7.95
Venture	7.95
Carnival	7.95
Smurfs	7.95
Atari 2600 Master System	
Two Joysticks + 3 Games	
Special Price	**44.95**

JOYSTICKS

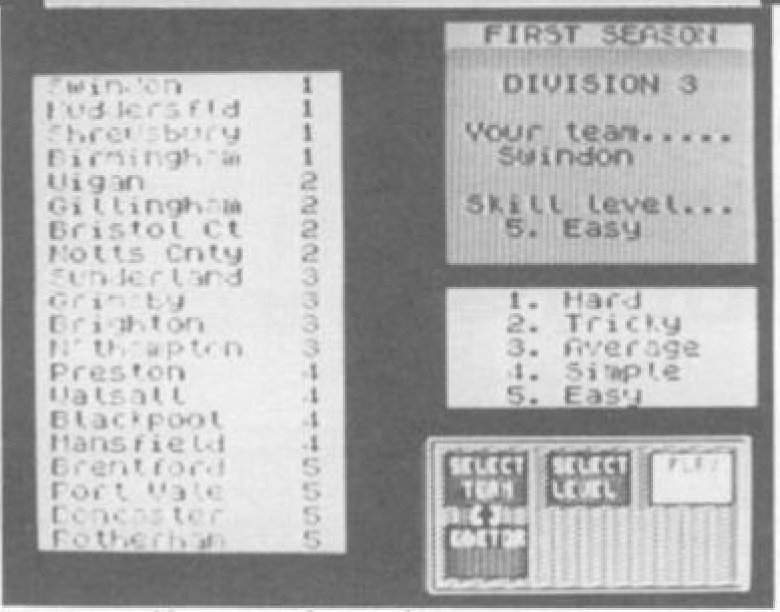
Pro 5,000 black
£10.95
Navigator
£10.50
Ram Delta
£9.95
Cheetah Mark 1
£10.95
Cheetah Microswitch Delux
£11.95
Konix Speed King
£10.50

ATARI 800/13000/XL XE	
Grand Prix	1.89
Strato Sphere	1.89
Pothole Pete	1.89
Periscope Up	1.89
Hover Bover	1.89
Joe Blade	1.89
Air Wolf	1.89
Spooky Castle	1.89
Bubble Trouble	1.89
League Chall	1.89
Micro Rhythm	1.89
Tanium	1.89
Cops & Robbers	1.89
Footballer of Year	2.79
Speed Ace	2.79
Aces of Aces	2.79
Zybex	2.79
Panic	2.79
Las Vegas	2.79
Pro Golf	2.79
King Size	6.99
Robocom (Cartridge)	4.99
Sidewinder	5.99
Designers Pencil	4.99
Zaxxon	3.95
Figure Fun	4.99
Speed Run	7.99

New Atari stock arriving daily

AMSTRAD SPECIAL OFFERS	
Afterburner (Disk)	8.95
Afterburner	6.99
R-Type	6.99
Double Dragon	6.50
Dragon Ninja	6.50
Batman II	6.75
Barbarian II	6.99
Return of the Jedi	6.99
In Crowd	9.95
Operation Wolf	6.50
Echelon	7.99
Death Stalker	2.79
Waterloo	3.95
Star Glider 3	3.95
Classic Muncher	7.50
Last Ninja 2	7.99
Dragons Lair 1	2.99
Big Sleeze	1.99
Super Hangon	3.95
Mask 3	3.50
Captain Blood	6.99
Gunship	9.95
Stealth Mission	9.95
Nexor	1.50
Gunsmoke	2.99
Gothic	2.99
Bards Tale 1	6.75
Killed Until Dead	2.99
Legions of Death	7.99
By Fair Means or Foul	6.75

PRO SOCCER



```
Suindon        1
Hudersfld      1
Shrewsbury     1
Birmingham     1
Uigan          2
Gillingham     2
Bristol Ct     2
Notts Cnty     2
Sunderland     3
Grimsby        3
Brighton       3
N'thampton     3
Preston        4
Ualsall        4
Blackpool      4
Mansfield      4
Brentford      5
Port Uale      5
Doncaster      5
Rotherham      5
```

```
FIRST SEASON

DIVISION 3

Your team.....
 Suindon

Skill level...
 5. Easy
```

```
1. Hard
2. Tricky
3. Average
4. Simple
5. Easy
```

▲ *Managerial footy – not for arcaders.*

► **SUPPLIER: CRL.**
► **PRICE: SPECTRUM £8.95 CASS.**
► **REVIEWER: TONY DILLON.**

The best way I can describe *Pro Soccer* is that it's *Football Manager 2* with more player interaction, more fun, better graphics, playability, design and generally better game play. It may not have the complexities and subleties of *Tracksuit Manager*, but it's just as much fun.

I can't remember how many times I've said this, but you take the role of the coach/accountant of a third division footy team and you have to try your damndest to get to the first division, as well as winning the FA Cup and so on.

I've been waiting for it to happen, and now it finally has. Someone has come up with a different control method for a managerial footy game. In the bottom right hand corner of the screen is a box. Inside this box are six smaller boxes. During the game, any or all of these boxes may be labelled with a different option. You have a little pointer which you have to move so it points at the option you want. The options range from league tables and forthcoming fixtures, to a box mysteriously labelled Action and another labelled Team Centre.

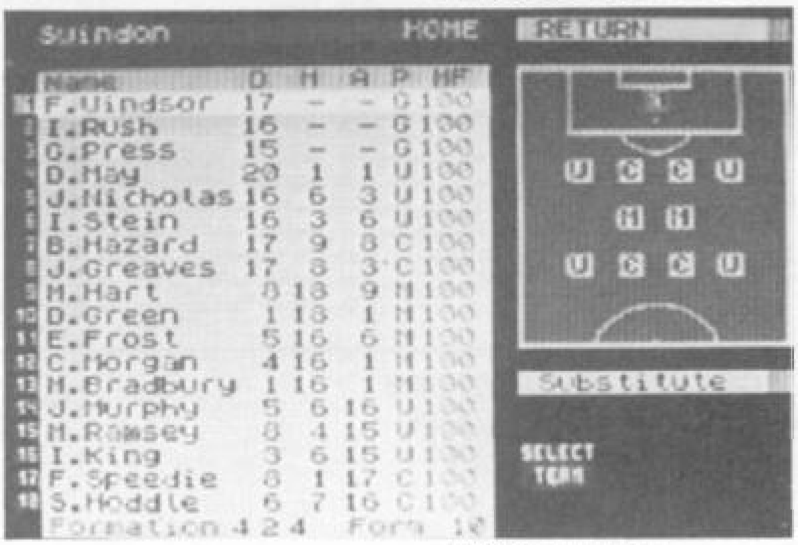
The team centre is where you put together your dozen fighting fit plucky young lads whom you're going to send out against the world. There's two main things you can do in the TC. Firstly you can pick your formation from the seven presented.

Each of the players has a fairly detailed record which keeps track of things like his age, fitness, health plus any outstanding abilities he may have. Also, each player has three scores out of 25. Each represents that player's skill in the attacking, midfielding and defensive areas. Obviously their highest ability will govern their position, you don't put someone with a defence of 21 and an attack of eight in centre forward position, now would you?

The action box is merely a switch. During the match, every time something happens of the remotest interest, the game switches from a statistical screen showing all the players playing at the time to a Football Manager-style sequence, where you get to watch the match being played. This is quite nice at first, but does get boring very quickly. The Action box lets you turn these sequences off, speeding up the game no end.

Pro Soccer is a very simplistsic footy game. It's not a straight simulation, but there's enough there to get you really involved. It's addictive, too. I've had it for a couple of weeks now, and I play it at any opportunity I get.

Visually it's the best of it's kind I've seen yet. Clean, sharp windows, mixed with a good dose of colour and various sized lettering means that you're not looking at a drab screen



```
Suindon              HOME
Name         D  M  A P MF
F.Uindsor   17  -  - G100
I.Rush      16  -  - G100
G.Press     15  -  - G100
D.May       20  1  1 U100
J.Nicholas  16  6  3 U100
I.Stein     16  3  6 U100
B.Hazard    17  9  8 C100
J.Greaves   17  8  3 C100
M.Hart       8 18  9 M100
D.Green      1 18  1 M100
E.Frost      5 16  6 M100
C.Morgan     4 16  1 M100
M.Bradbury   1 16  1 M100
J.Murphy     5  6 16 U100
M.Ramsey     8  4 15 U100
I.King       3  6 15 U100
F.Speedie    8  1 17 C100
S.Hoddle     6  7 16 C100
Formation 4 2 4   Form 10
```

▲ *Picking your team.*

As I've said, it doesn't have all the subleties of titles like *Tracksuit Manager*, but it's still fab. It's very easy to get into and a damn sight harder to get out of. Try it, you'll be hooked for a good few months.

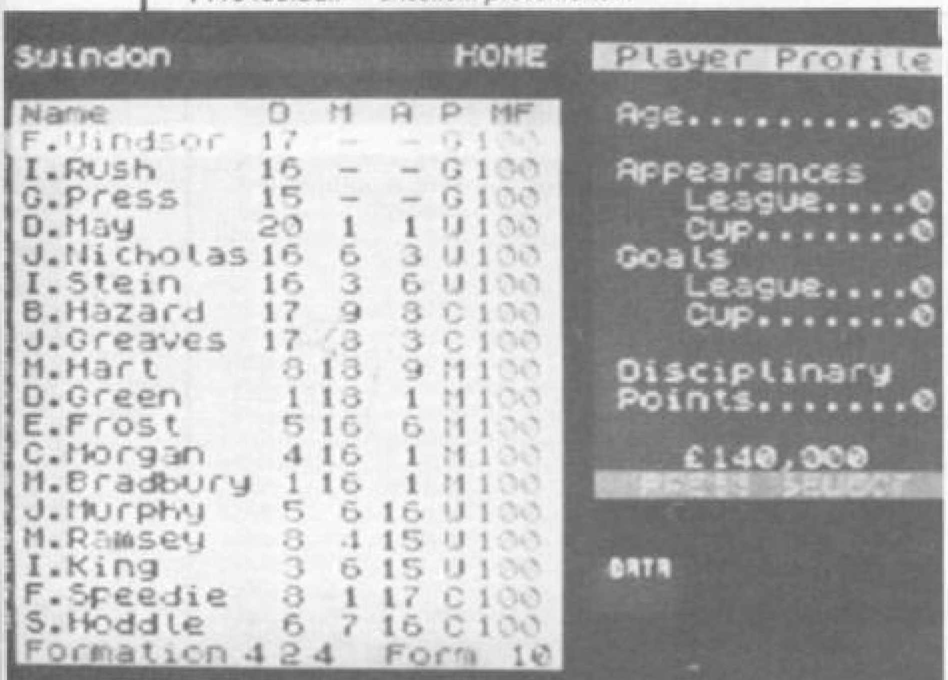
SPECTRUM

► GRAPHICS	81%
► SOUND	65%
► VALUE	80%
► PLAYABILITY	80%
► **OVERALL**	**84%**

UPDATE . . .

Sadly, no other versions are planned.

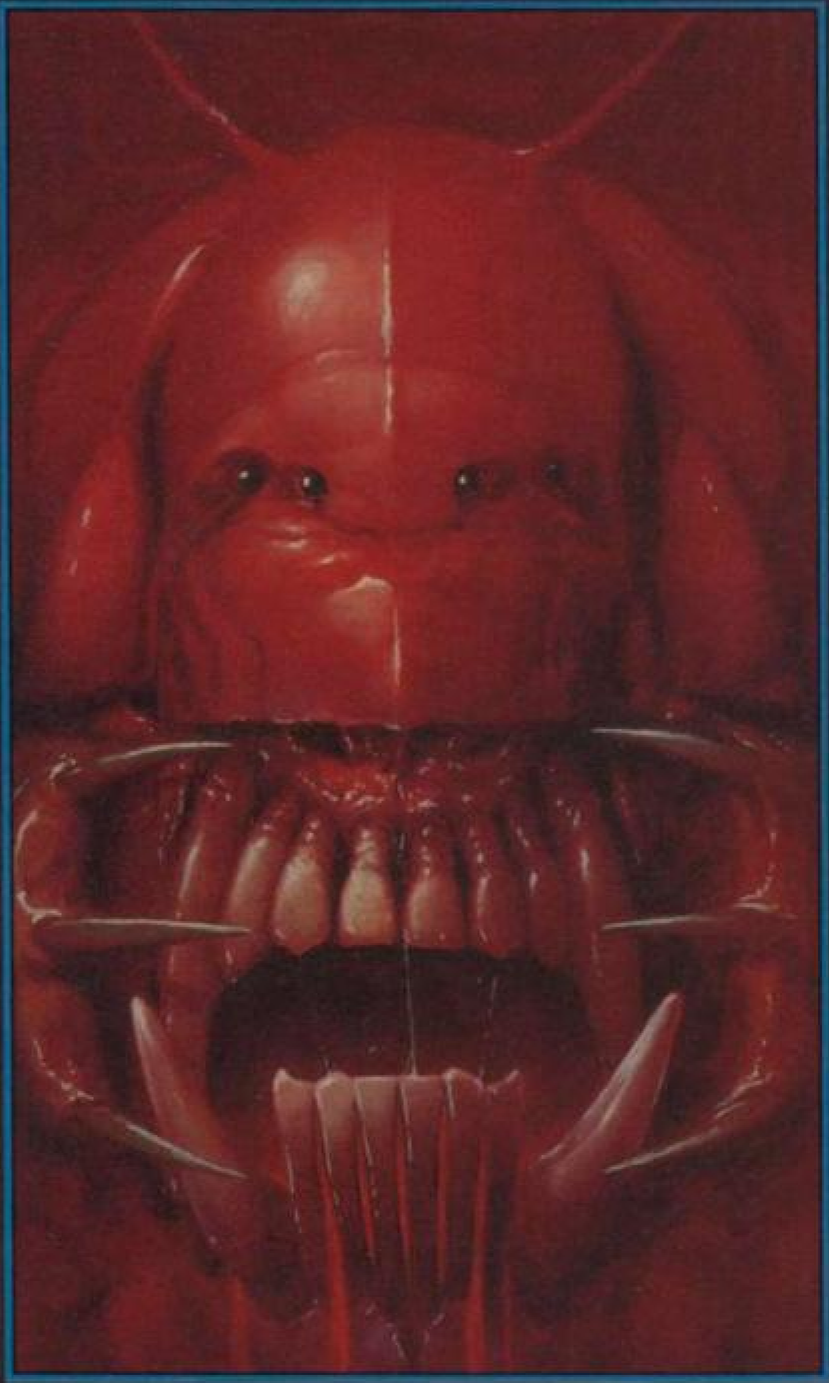
▼ *Pro football – excellent presentation.*

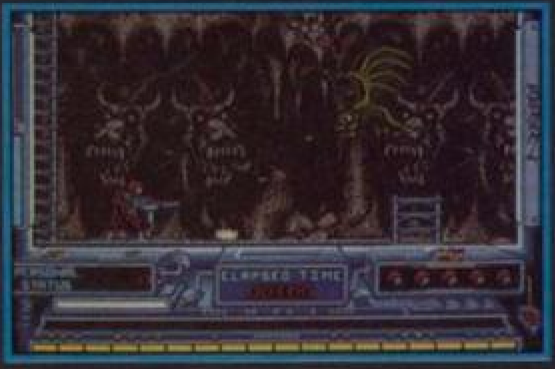


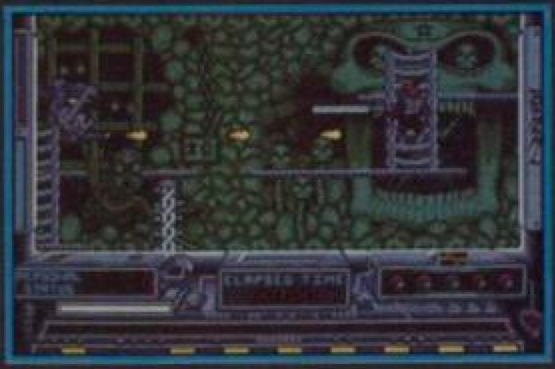
```
Suindon              HOME
Name         D  M  A P MF
F.Uindsor   17  -  - G100
I.Rush      16  -  - G100
G.Press     15  -  - G100
D.May       20  1  1 U100
J.Nicholas  16  6  3 U100
I.Stein     16  3  6 U100
B.Hazard    17  9  8 C100
J.Greaves   17  8  3 C100
M.Hart       8 18  9 M100
D.Green      1 18  1 M100
E.Frost      5 16  6 M100
C.Morgan     4 16  1 M100
M.Bradbury   1 16  1 M100
J.Murphy     5  6 16 U100
M.Ramsey     8  4 15 U100
I.King       3  6 15 U100
F.Speedie    8  1 17 C100
S.Hoddle     6  7 16 C100
Formation 4 2 4   Form 10
```

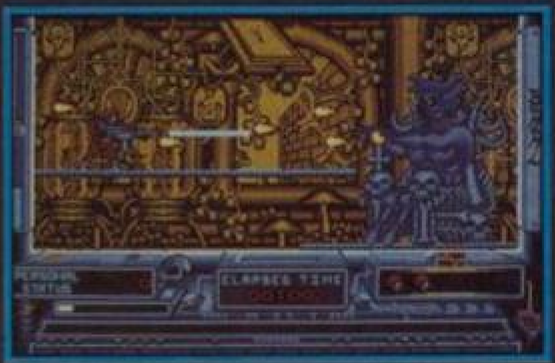
```
Player Profile
Age..........30

Appearances
   League....0
   Cup.......0
Goals
   League....0
   Cup.......0

Disciplinary
Points.......0

  £140,000
```

BAAL









BAAL

- ★ An addictive mixture of strategy and arcade action featuring:
- ★ 8 way ultra-smooth scrolling through 3 distinctive domains containing multiple levels.
- ★ Over 250 highly detailed screens, superb graphics and sound effects.
- ★ More than 100 monsters and 400 traps.

The future of the world lies in the hands of an elite squadron of men. YOU are the leader of the Time Warriors. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

ATARI ST / AMIGA - £19.95

Screen Shots from the Atari ST version

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-207 0825

VISA

PSYCLAPSE

PURPLE S

► **SUPPLIER: INFOGRAMES.**
► **ATARI ST/AMIGA/PC £24.95, SPEC/C64 £9.95 CASSETTE, £14.95 DISK.**
► **REVIEWER: PAUL GLANCEY.**

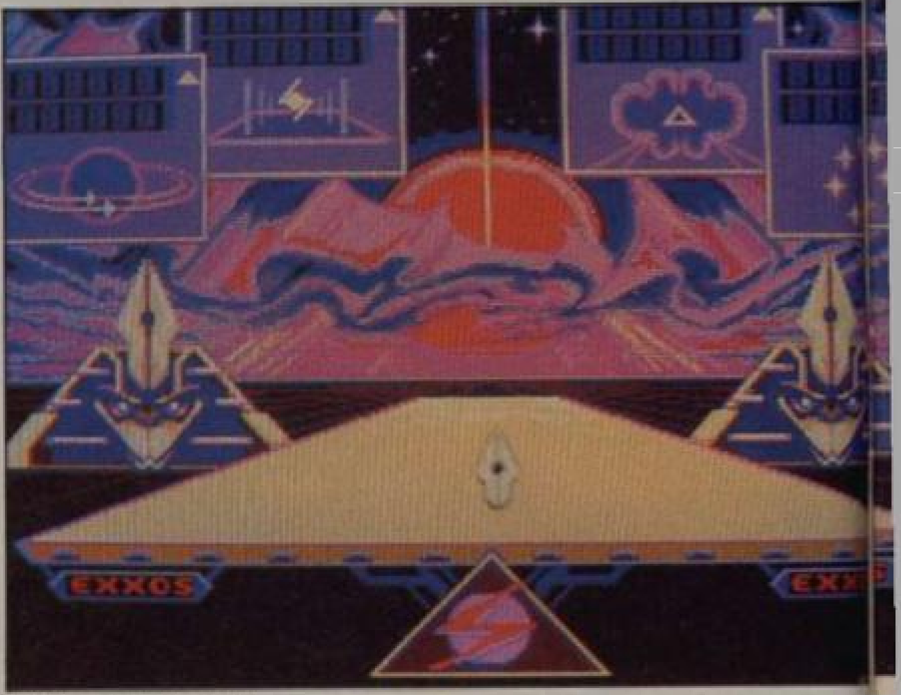
You know, once you've got your Maglux reinforced pressure suit on, screwed down the armoured visor on your Captain Nimmo reproduction space helmet, and hooked up the capillary hoses to your life support system, Saturn's quite a nice place. Of course, the weather is pretty awful, but the people are friendly enough, and terribly keen on sport. On one day of every Saturnian year, they invite every ethereal athlete this side of the Event Horizon to compete in a tournament starting on the first Purple Saturn Day and lasting until the 45th.

You begin the tournament with seven competitors of various species (some of which will be familiar to *Captain Blood* fans). You can size up the competition by checking out a set of statistics relating to each competitor's agility, mental ability, aggression, size, eyesight and ability to travel through time. All the competitors are in a constant state of evolution, which means that after every tournament, their statistics might change slightly. The results of the changes are stored to disk so no game will ever be quite the same as the last. Well, that's what the instructions say, but I reckon you'd have to be doing a hell of a lot of extensive playing to notice the difference. Nice thought though.

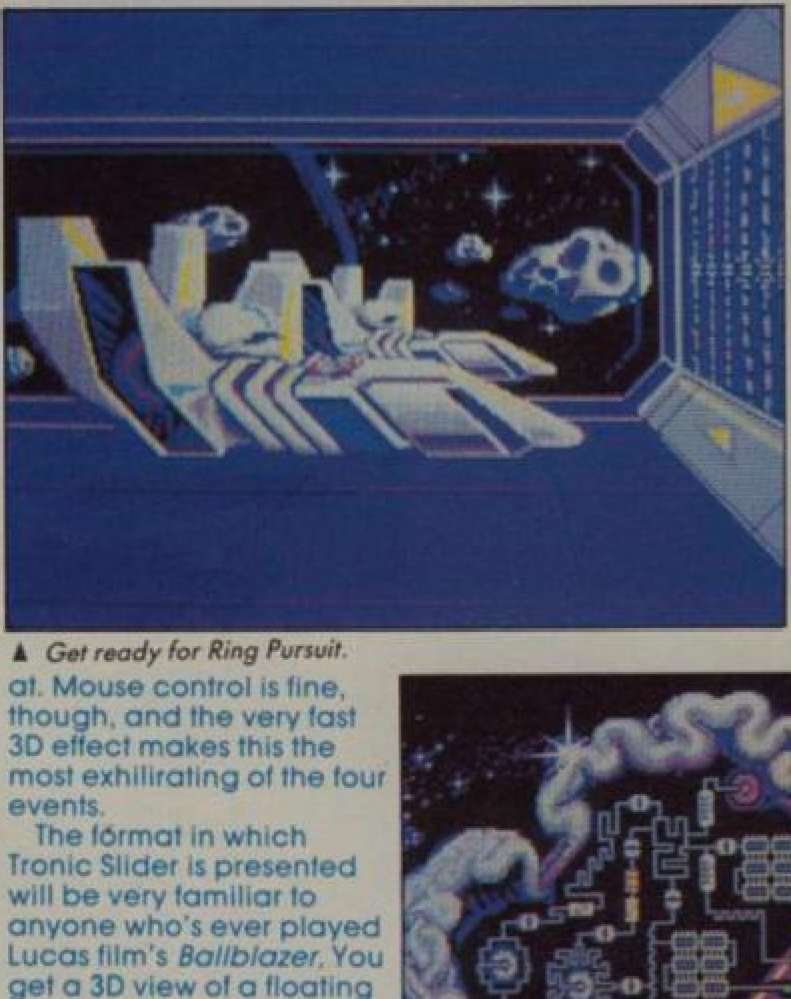
If you don't want to take on the rest of the universe straight away, you can start off by pitting your wits against the training droid, which puts up slightly less of a fight than the other competitors. Just click on an event panel, and after the machine pulls a pretty introductory screen off the disk, you're on your chosen playfield.

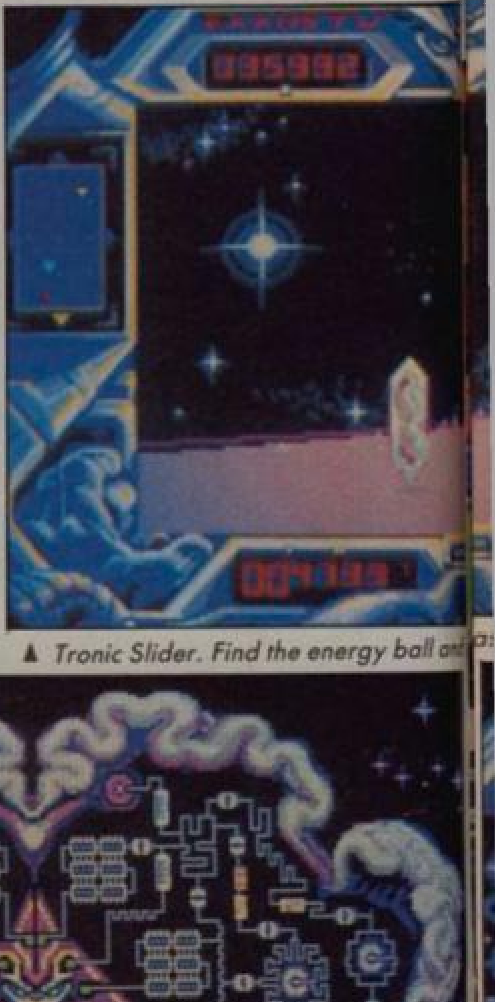
Ring Pursuit is a fast and furious 3D race through the rocky rings of Saturn. Basically, you score points by staying in front of the other guy, and slaloming around coloured markers. The longer you stay in front, the more points you get, but it's essential to pass around the markers on the correct side according to their colour. Also, the route through the rings is cluttered with asteroid fields of varying densities, and negotiating these at top speed is something even Han Solo would baulk at. Mouse control is fine, though, and the very fast 3D effect makes this the most exhilirating of the four events.

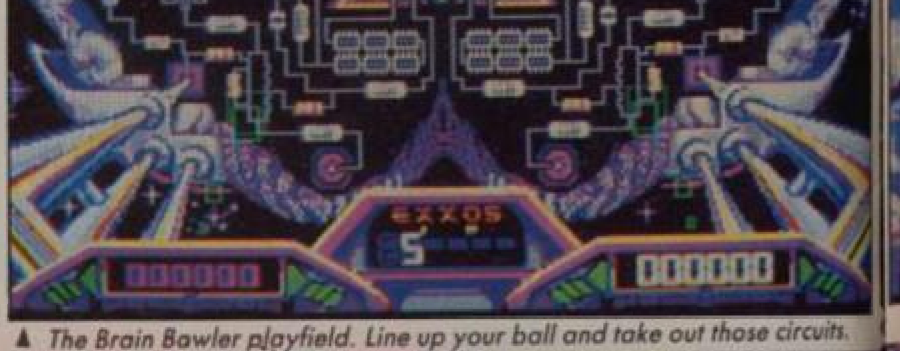
The format in which Tronic Slider is presented will be very familiar to anyone who's ever played Lucas film's *Ballblazer*. You get a 3D view of a floating platform bearing solid pillars. Between the pillars float you and your opponent, both in laser-armed scooters, and an energy ball. Shoot the ball and it explodes into energy fragments which you collect to build up a score. This game has a time limit, and at the end of the match, whoever has



▲ *Choose your event . . .*


▲ *Get ready for Ring Pursuit.*


▲ *Tronic Slider. Find the energy ball an*



▲ *The Brain Bowler playfield. Line up your ball and take out those circuits.*

SATURNDAY

been able to collect the most fragments is declared the winner. The gameplay is spiced up by the ability to bump into your opponent and knock the fragments he's collected back onto the playfield for you to pick up. This event is played at quite a pace, and again, the effect of moving in a 3D environment is very well done, but I would gripe that when the game really gets going, the rapid turning and bumping into pillars does get a little disorientating.

My favourite event was Brain Bowler, an ingenious combination of logic puzzle and (don't believe this if you don't want to) *Breakout*. You're presented with what looks like an electronic brain, split in half, with energy pulses cruising the network of wires, resistors, switches and chips. With your mouse, you control a ball which is fired at the various components to activate or deactivate them, allowing the pulses to reach your half of a central cortex before your opponent does the same on his side. At first, it looks incredibly complicated, but once you sit down and suss it out it becomes very compulsive and is one of the best blends of arcade action and head scratching that I've seen.

The last event, Time Jump, is far simpler. To propel your vessel through time, you must collect energy sparks to power a gravity catapult. These sparks whizz past you and by positioning your cursor over them and firing you can capture them, filling up a tension meter to show how far into the future you will be shot. After blasting three waves of sparks you're fired into the void at tremendous speed, then through a dimensional gate, where you are shown a "mind-altering vision", which changes shape depending on how many sparks you caught. This is the least taxing of the games, but it's reasonable fun nontheless. It's great strength lies in the marvellous, fast graphics which accompany the final journey, and it's nice to get a visual reward as well as mere numbers for once.

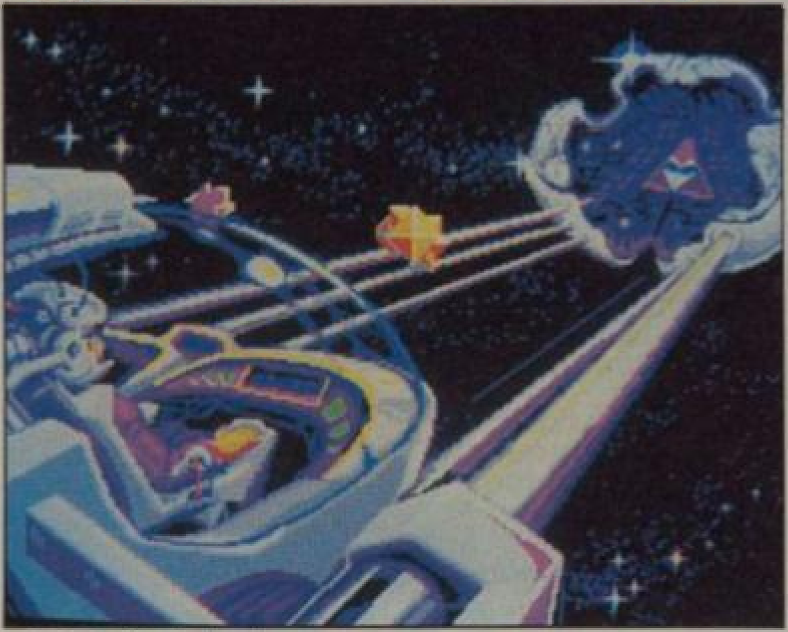
Purple Saturn Day is an excellent package, accomplished with all the graphical style and audio effectiveness of Exxos' other game, Captain Blood. Not only is each game beautifully presented, they are all very playable, and there is such a variety that once you're hooked you'll be playing for weeks to come.

ST	
► GRAPHICS	89%
► SOUND	78%
► PLAYABILITY	86%
► VALUE	81%
► **OVERALL**	**84%**

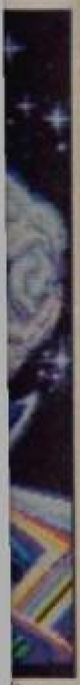
UPDATE . . .

The PC version should be around as you read this, with Spectrum and C64 copies along later in the Spring. It would be wise to expect the Spectrum and Commodore game in a multiload format, but considering the competence of the 8-bit *Captain Blood* conversions, gameplay shouldn't suffer much.

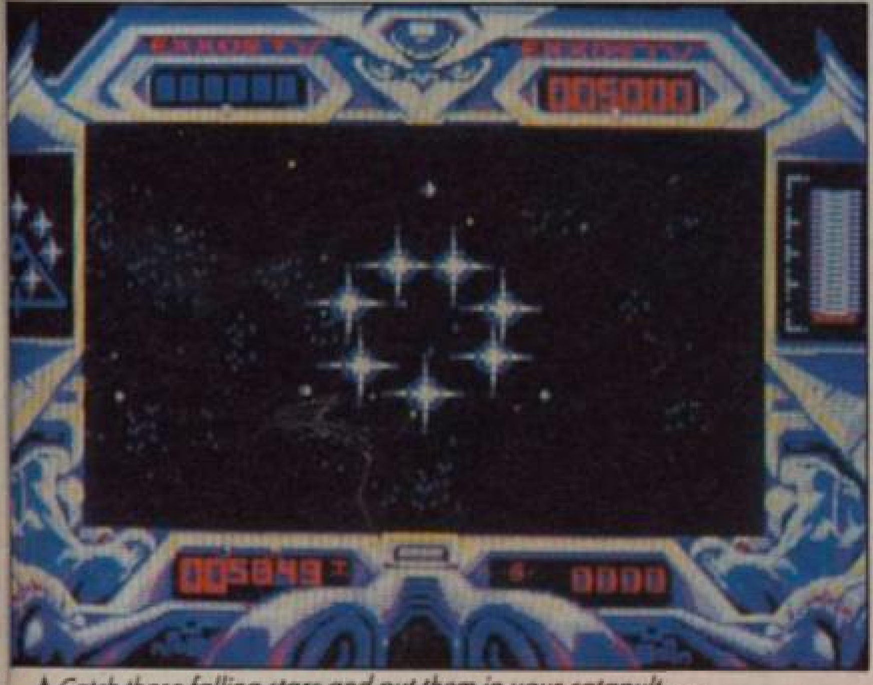
ll and ser it to bits!



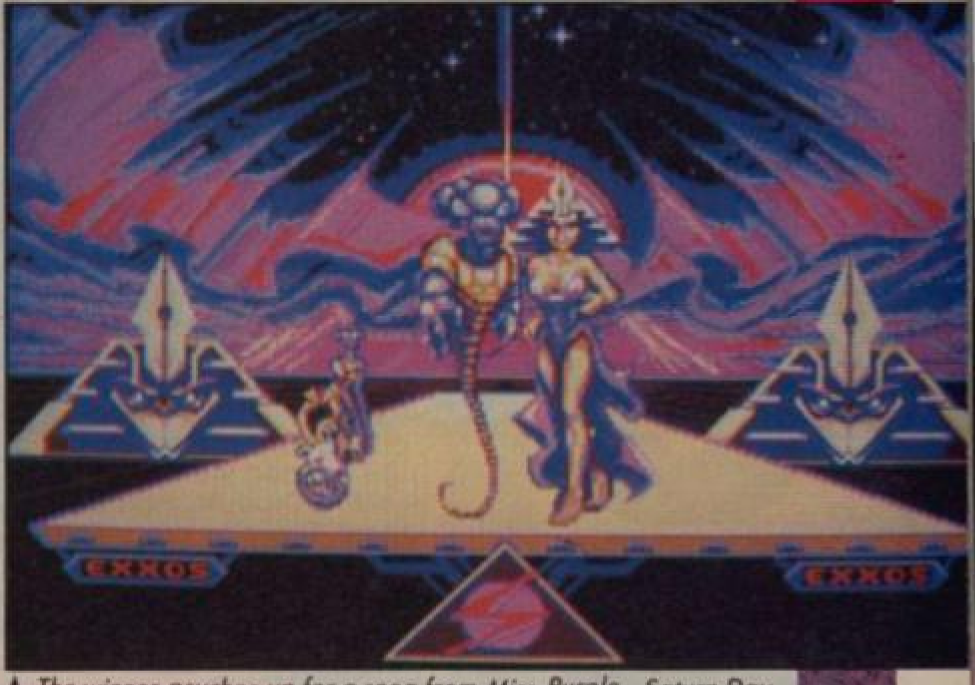
▲ *Brain Bowler begins.*



ts.



▲ *Catch those falling stars and put them in your catapult . . .*

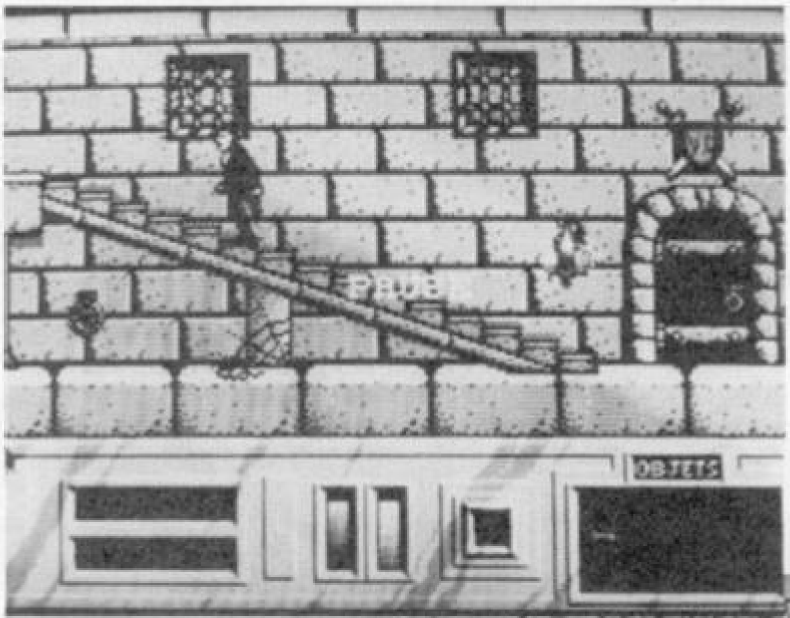


▲ *The winner psyches up for a snog from Miss Purple Saturn Day.*

NIGHT HUNTER

► **SUPPLIER: UBISOFT.**
► **PRICE: SPEC/AMS/C64 £9.99 CASS, C64/AMS £14.99 DISK, ST £19.99, AMIGA £24.99.**
► **REVIEWER: JULIAN RIGNALL.**

Do you ever get sick of playing the good guys? If you do, you'll be pleased to hear that Night Hunter casts you into the role of an evil do-badder out to make the lives of all good people as miserable as possible. The malevolent one in question is old Count Dracula himself, he of the extended incisors and blood-sucking tendencies. And he's out to create Chaos on Earth.



▲ *Up the stairs to find the key.*

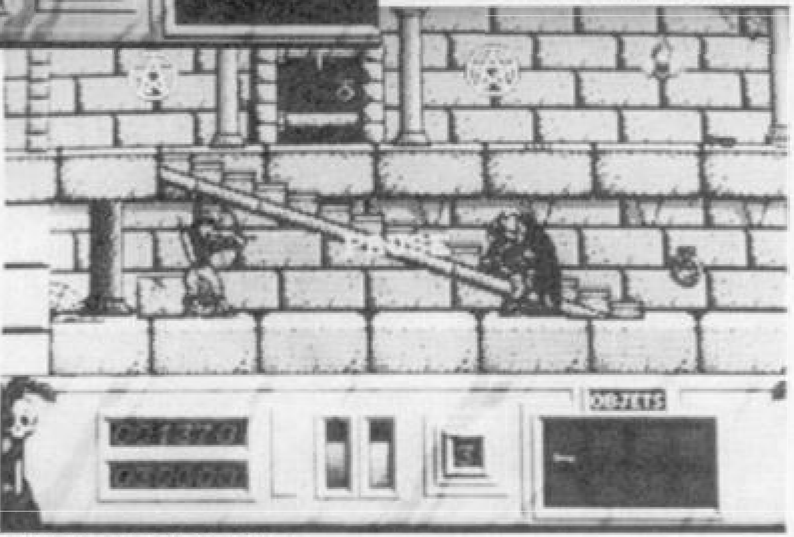
You see, Drac's had a problem for the last few decades – humans have been protecting themselves with holy medallions which thwart the Count's haemo-slurping activities. But now he's come up with a fiendish master-plan to steal all the medallions, so he and his night-stalking chums can run amok.

Unfortunately a goodie two-shoes by the name of Professor Van Helsing has got wind of these plans and has created an army of anti-vampire hunters to put a premature end to Dracula's gong-grabbing antics. So, old Drac's up against it.

The action is displayed side on, and the screen flicks as Dracula marauds about. The play area is very large – 30 levels, each one 20 screens long. To progress from one level to another, the Count has to collect three parchments and five keys, found littered around the landscape, which opens the door to the next screen. Every fifth door is replaced by a medallion, and when all have been picked up, Drac can have his well-wicked way with humanity.

From the very outset of Drac's mission, the good guys attack. These come in all sorts of cuddly 'n' wholesome sizes, and range from bowmen, muscle men and axemen to priests; all attempt to hit Dracula and wear down his energy meter, the depletion of which results in the loss of one of his three lives. Fortunately he can defend himself by grabbing a goodie and sucking the blood from his neck, which tops up the energy bar in the process.

▼ *Watch out for that archer.*



Some parts of the landscape seem inaccessible – but the wicked vampire has the technology to change into a bat and fly over the offending obstacle. He can't stay bat-shaped for long though, and a timer ticks down as he flaps about. He can also change into a Werewolf, with similar time restrictions.

Night Hunter is an odd little game, and certainly provides its fair share of amusement. Digitised sound effects are to the fore, with all sorts of outrageous noises adding to the nocturnal ambience. Owls hoot, rats squeak and frogs sing – and there's also a particularly grisly slurping effect accompanying any blood-sucking activities.

The graphics aren't marvellous, but there are some neat touches like rats and frogs leaping around.

Platform fanatics are recommended to try this out, although those with less enthusiasm for this type of game might find it gets a little tedious after prolonged play.

ST

► GRAPHICS	72%
► SOUND	87%
► VALUE	53%
► PLAYABILITY	76%
► **OVERALL**	**71%**

UPDATE . . .

Spectrum, Amstrad, C64 and Amiga versions are all on the cards and Night Hunter should translate to all formats pretty well. The graphics won't be as good on the 8-bit versions, but if the gameplay is retained, they should be pretty good fun.

Free Computer Games.

(What are Boots playing at?)

MOTOR MASSACRE
FOR USE ON AMSTRAD/SCHNEIDER CPC COMPUTERS
GREMLIN

YOGI BEAR
SPECTRUM 48/128+2
199 RANGE

Example of free budget title.

Your mission > Buy any Spectrum, Commodore or Amstrad game for £7.95 or more.

Your prize > A budget game, worth up to £2.99, completely free. (To be chosen from any title in stock.) To start > enter Boots.

A better buy at Boots

SUBJECT TO AVAILABILITY IN LARGER STORES ONLY. OFFER RUNS FROM FEBRUARY 13 - MARCH 4 1989

TKO

- **MACHINE: C64.**
- **SUPPLIER: ACCOLADE.**
- **PRICE: £9.99 CASS.**
- **VERSION TESTED: C64.**
- **REVIEWER: TONY DILLON.**

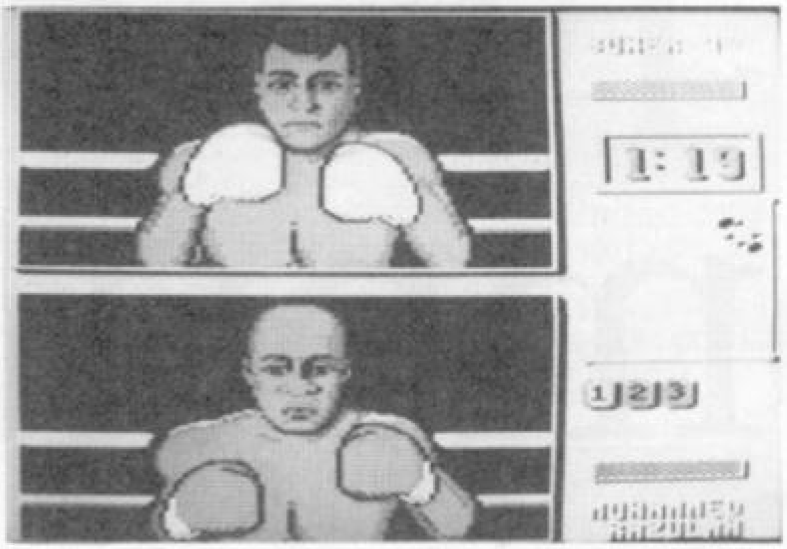
Well, it's original, I can safely say that much: two-player Punch Out, first-person perspective and split screen. Not a bad idea but the question on everybody's lips is, does it work?

Play either one-player against a series of opponents of increasing difficulty in a bid to win the title, or two-player with no aim other than to knock the socks off your opponent.

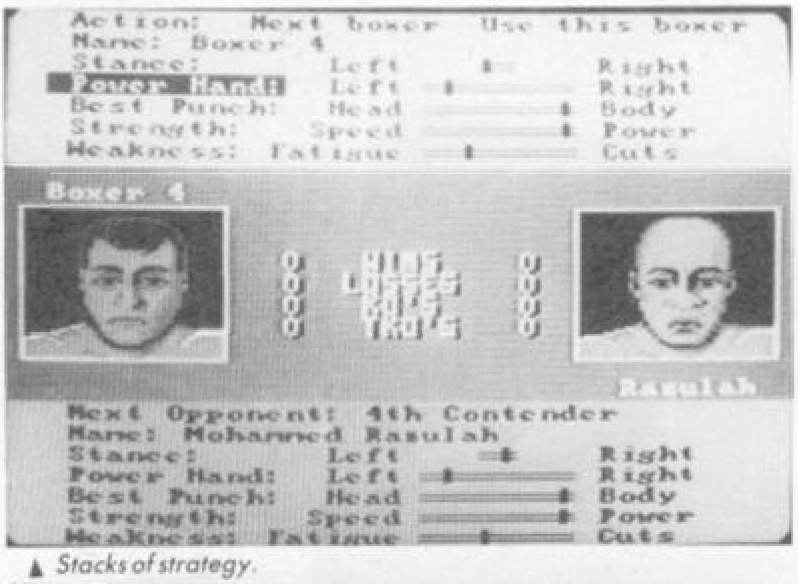
Before the fight, you have to build a boxer. This is done by using a number of slide markers, each representing a different balance. You can decide between left and right stances, a hand with the most punching power, best punch (body or head), and balance out between speed of punch and power and choose your boxer's weakness. Once you've created your boxer and called him a suitable hard man tough guy name like Tony, Eugene or Cecil, it's into the ring you go.

The screen is set up into a number of windows. On the left hand side of the screen are two large ones (phwurr). Each is a boxer's eye view of the other boy as he (yes, it is a he, I'm not being sexist) bobs and weaves around the ring, more often than not taking pot shots at your head.

Controls are fairly simple – up and down raise and lower your boxer's arms, effectively raising and lowering his guard as well as selecting between body and head punches. Left and right select between left and right hands and fire takes a swing. Get a hit, and your enemy's head rolls back with pain.

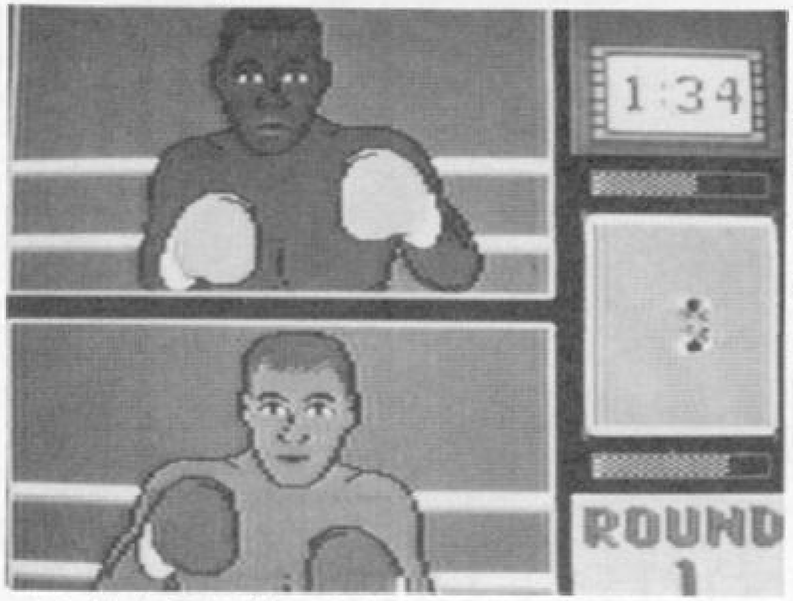


▲ *Fists up – seconds away.*



```
Action:   Next boxer   Use this boxer
Name: Boxer 4
Stance:          Left                Right
Power Hand:      Left                Right
Best Punch:      Head                Body
Strength:        Speed               Power
Weakness:        Fatigue             Cuts

Next Opponent: 4th Contender
Name: Mohammed Rasulah
Stance:          Left                Right
Power Hand:      Left                Right
Best Punch:      Head                Body
Strength:        Speed               Power
Weakness:        Fatigue             Cuts
```

▲ *Stacks of strategy.*



▲ *Hardly the fight of the century.*

To win with style is to win a knockout, and to get a knockout, you have to completely eradicate your opponent's energy level by laying on blow after blow in quick succession. This is a very, very hard thing to do – nearly every punch you throw, provided you throw punch after punch without stopping has to hit with maximum power and accuracy. The only other way you can win is to win by points, getting in more successful punches than him each round.

The graphics are quite nice. Large and colourful, the way the boxer's hand grows to huge proportions and then receeds to give the impression of punching out of the screen works really well. When you knock down a man, you get a short scene of that player on the floor, desperately trying to climb the ropes while the referee looks on. This looks like a digitised shot that's been coloured in.

So, back to the opening question, does it work? It's a new twist on an old theme, and granted, it plays quite nicely. The problem is, the novelty wears off too quickly and you are left with an essentially boring game. The gameplay dies within the first round and any feelings of 'one more go' are begging for mercy inside of three. Not a TKO for Accolade. In fact, I don't think they've managed to get through the ropes.

C64	
► GRAPHICS	68%
► SOUND	43%
► VALUE	40%
► PLAYABILITY	58%
► **OVERALL**	**54%**

UPDATE . . .

C64 and IBM PC and compatible versions are available. No other versions are planned.

R-Type

Operation Wolf

SOFTSELLERS

12 SANDPIPER CLOSE, LONGRIDGE PARK, COLCHESTER, ESSEX CO4 3GE

36a Osborne St.
Colchester,
Essex.

Access

WE WILL MATCH ANY PRICE ADVERTISED BY ANOTHER MAIL ORDER COMPANY PROVIDING THE ADVERTISEMENT IS A CURRENT ISSUE AND NOT A SPECIAL OFFER. JUST STATE THE MAGAZINE + COMPANY CONCERNED.

VISA

5a Dog's Head St.
Ipswich,
Suffolk.

(24 HOURS)

(FAST SERVICE)

PLACE YOUR ORDER NOW ON (0206) 869668 (0206) 863193

TITLE	SPECTRUM		CBM 64		AMSTRAD	
	cass	disc	cass	disc	cass	disc
Afterburner	6.99	10.50	6.99	10.50	6.99	10.50
A Question of Sport	10.50	13.99	10.50	13.99	10.50	13.99
Armalyte	-	-	6.99	6.99	-	-
Airborne Ranger	6.99	-	10.50	12.50	10.50	12.50
Action Service	6.30	-	6.99	-	6.99	-
Barbarian II	6.99	10.50	6.99	8.99	6.99	10.50
Bards Tale	6.99	10.50	6.99	10.50	6.99	10.50
Barbarian (Psygnosis)	6.99	-	6.99	10.50	6.99	10.50
Beardsley's Soccer	6.30	-	6.99	10.50	6.30	10.50
Batman	6.30	10.50	6.99	10.50	6.99	10.50
Captain Blood	6.99	-	6.99	10.50	6.99	10.50
Cybernoid II	6.30	10.50	6.99	10.50	6.99	10.50
Carrier Command	10.50	13.99	10.50	13.99	10.50	13.99
Daley Thompson's O.C.	6.99	-	6.99	10.50	6.99	10.50
Double Dragon	6.99	-	6.99	10.50	6.99	10.50
Dragon Ninja	6.30	10.50	6.99	10.50	6.99	10.50
Empire Strikes Back	6.99	10.50	6.99	10.50	6.99	10.50
Eliminator	7.50	-	7.99	11.99	7.99	11.99
Echelon	7.99	11.99	9.99	11.99	9.99	11.99
Emlyn Hughes	6.99	-	6.99	-	6.99	-
Flight Ace (Compilation)	9.99	11.99	9.99	11.99	9.99	11.99
Fernandez Must Die	6.99	8.99	6.99	8.99	6.99	8.99
Four Soccer Simulator	6.30	-	6.30	-	6.30	-
Frank Bruno's (Compilation)	8.99	12.50	8.99	10.50	8.99	12.50
Football Manager II	6.99	-	6.99	10.50	6.99	10.50
Fist and Throttles (Comp)	8.99	10.50	8.99	10.50	8.99	10.50
Guerrilla Wars	6.30	10.50	6.99	10.50	6.99	10.50
Gold Silver Bronze (Comp)	10.50	12.50	10.50	12.50	10.50	17.99
Games Winter Edition	6.99	-	6.99	12.50	6.99	12.50
Gunship	6.99	10.50	10.50	12.50	10.50	12.50
Giants (Compilation)	8.99	13.99	8.99	12.50	8.99	13.99
Game Set & Match II (Comp)	8.99	12.50	8.99	12.50	8.99	12.50
Game Over II	6.99	10.50	6.99	10.50	6.99	10.50
Heroes of the Lance	7.99	-	7.99	10.50	7.99	-
Hawk Eye	-	-	6.99	10.50	-	-
History in the Making (Comp)	17.99	-	17.99	21.99	17.99	21.99
Iron Lord	-	-	6.99	10.50	6.99	10.50
Joan of Arc	-	-	6.99	10.50	-	-
Last Ninja II	8.99	10.50	8.99	10.50	8.99	10.50
Live and Let Die	6.99	10.50	6.99	10.50	6.99	10.50
L.E.D. Storm	7.50	9.99	7.99	11.99	7.99	11.99
Microprose Soccer	10.50	12.50	10.50	12.50	10.50	12.50
1943	7.50	9.99	7.99	11.99	7.99	11.99
19 Boot Camp	6.99	10.50	6.99	10.50	6.99	10.50
Netherworld	7.50	9.99	7.99	11.99	7.99	11.99
Nigel Mansell	7.99	9.99	7.99	11.99	7.99	11.99
Operation Wolf	6.30	10.50	8.99	12.50	6.99	12.50
Overlander	5.50	10.50	6.99	10.50	6.99	10.50
Par 3/4 (Compilation)	11.99	13.99	11.99	13.99	11.99	13.99
Pac Land	6.30	-	6.99	10.50	6.30	10.50
Pacmania	6.30	10.50	6.99	10.50	6.99	10.50
Rambo	6.30	10.50	6.99	10.50	6.99	10.50
Roy of the Rovers	6.50	9.99	7.99	11.99	7.99	11.99
Return of the Jedi	6.99	10.50	6.99	10.50	6.99	10.50
R-Type	6.99	10.50	6.99	10.50	6.99	10.50
Robocop	6.30	10.50	6.99	10.50	6.99	10.50
Red Storm Rising	-	-	10.50	12.50	-	-
Sub Battle Simulator	-	-	6.99	10.50	-	-
Supreme Challenge (Comp)	8.99	12.50	8.99	12.50	8.99	12.50
Salamander	5.50	10.50	6.30	10.50	6.30	10.50
Savage	6.30	10.50	6.99	10.50	6.30	10.50
S.D.I.	6.99	10.50	6.99	10.50	-	-
Street Sports Soccer	7.50	-	7.99	11.99	7.99	11.99
Typhoon	5.50	10.50	6.30	10.50	6.30	10.50
Tiger Road	7.50	9.99	7.99	11.99	7.99	11.99
The In Crowd (Compilation)	8.99	12.50	8.99	12.50	8.99	12.50
Total Eclipse	6.99	10.50	6.99	10.50	6.99	10.50
Taito Coin Op (Compilation)	8.99	-	8.99	12.50	8.99	12.50
Track Suit Manager	6.99	-	6.99	-	6.99	-
Thunderblade	7.50	9.99	7.99	11.99	7.99	11.99
Techno Cop	7.50	9.99	7.99	11.99	7.99	11.99
Untouchables	6.30	10.50	6.99	10.50	6.99	10.50
Victory Road	6.30	10.50	6.99	10.50	6.99	10.50
Vindicator	5.50	10.50	6.30	10.50	6.30	10.50
Virus	5.50	-	6.30	10.50	6.30	10.50
War in Middle Earth	6.99	-	8.99	10.50	6.99	-
Where Time Stood Still	5.50	10.50	6.99	10.50	6.99	10.50
Whirligig	5.50	10.50	6.30	10.50	6.30	10.50
Wec Le Mans	6.30	10.50	6.99	10.50	6.99	10.50
Xenon	6.99	-	6.99	10.50	-	-

TITLE	ST	AMIGA
	cass	disc
Afterburner	13.99	16.99
Amiga Gold Hits	-	16.99
Alien Syndrome	12.99	15.99
Armalyte	12.99	12.99
Batman	12.99	15.99
Bards Tale 1 or II	16.99	16.99
B.A.T.	16.99	16.99
Barbarian II	12.99	12.99
Battlechess	16.99	16.99
Bombuzal	15.99	15.99
Carrier Command	15.99	15.99
Captain Blood	15.99	15.99
Chrono Quest	19.99	19.99
Combat School	12.99	15.99
Corruption	15.99	15.99
Daley Thompsons O.C.	12.99	15.99
Dragon Ninja	12.99	15.99
Double Dragon	12.99	12.99
Dungeon Master	15.99	15.99
Driller	15.99	15.99
Elite	15.99	15.99
Falcon	15.99	19.99
F16 Combat Pilot	15.99	15.99
Fed. of Free Traders	19.99	19.99
Fish	15.99	15.99
Fusion	-	16.99
Football Manager II	12.99	12.99
Football Director II	12.99	12.99
Gauntlet II	13.99	-
Guerrilla War	12.99	15.99
Goldregons Domain	13.99	13.99
Gryzor	12.99	15.99
Ghosts & Goblins	12.99	15.99
Heroes of the Lance	16.99	16.99
Hostages	15.99	15.99
Interceptor	-	16.99
International Karate +	12.99	-
International Soccer	12.99	12.99
Incredible Shrinking Sphere	12.99	15.99
Iron Lord	16.99	16.99
Joan of Arc	13.99	16.99
L.E.D. Storm	13.99	13.99
Lombard R.A.C. Rally	15.99	15.99
Microprose Soccer	15.99	15.99
Nightraider	13.99	13.99
Operation Wolf	12.99	15.99
Out Run	13.99	13.99
Overlander	12.99	15.99
Paperboy	12.99	15.99
Pacmania	12.99	12.99
Powerdrome	16.99	16.99
Pools of Radiance	16.99	16.99
Roadblasters	13.99	16.99
Robocop	12.99	15.99
R-Type	13.99	13.99
Rocket Ranger	15.99	19.99
Return of the Jedi	13.99	13.99
Rambo III	12.99	15.99
Shoot Em Up Construction	15.99	15.99
Space Harrier I or II	12.99	15.99
Starglider II	15.99	15.99
ST Five Star	15.99	-
Star Ray	12.99	15.99
Speedball	15.99	15.99
Skate or Die	16.99	16.99
Super Hang-On	13.99	16.99
Tiger Road	13.99	13.99
Tracksuit Manager	12.99	12.99
Triad	19.99	19.99
Thunderblade	13.99	16.99
Time and Majik	12.99	12.99
Times of Lore	15.99	15.99
Turbo Cup	12.99	12.99
TV Sports Football	-	19.99
UMS	15.99	15.99
Victory Road	12.99	15.99
Virus	12.99	12.99
War in Middle Earth	15.99	15.99
Where Time Stood Still	12.99	15.99
WEC Le Mans	12.99	15.99

HARDWARE

ATARI 520 STFM WITH 1 MEG DRIVE..............269.95

ATARI 520 SUPER PACK WITH 21 GAMES + BUSINESS ORGANISER – DATABASE/SPREADSHEET/DIARY/WORDPROCESSOR.. 349.95

ATARI 1040 STFM PROFESSIONAL PACK WITH MICROSOFT WRITE, WORDPROCESSOR, SUPERBASE PERSONAL, DATABASE, V.I.P PROFESSIONAL, SPREADSHEET........449.50

PROFESSIONAL PACK WITH SM124 MONO MONITOR.................549.95

PROFESSIONAL PACK WITH SC1224 COLOUR MONITOR.................749.95

ATARI 1040 SUPER PACK WITH SC1224 COLOUR MONITOR..................299.95

CUMANA 1 MEG DRIVE ST.............................. 109.95

AMIGA 500 WITH FREE MODULATOR, TUTORIAL, EXTRA'S DISC..........369.95

AMIGA 500 + 1084S COLOUR MONITOR...599.95

1084S COLOUR MONITOR.................249.95

CUMANA 1 MEG DRIVE AMIGA.................................99.95

AMIGA A501 MEMORY EXPANSION + CLOCK CARD.........................139.95

CITIZEN 120D DOT MATRIX PRINTER........ 199.95 + VAT

Please include £5.00 postage and packaging on all hardware items in the UK. Overseas £10.00.

10 3½ INCH BLANK DISCS...........................9.95

JOYSTICK EXTENDORS................4.95

4 PLAYER ADAPTORS...4.95

MOUSE MATS.............4.95

CHEETAH 125 JOYSTICK...................7.95

QS TURBO JOYSTICK..12.95

PRO 5000 JOYSTICK...14.95

CHEETAH STARFIGHTER...........14.95

PRO 5000 EXTRA.........15.95

PRO 5000 CLEAR........15.95

SEGA

After Burner	24.95
Alien Syndrome	24.95
Action Fighter	19.95
Alex Kidd (Lost Star)	24.95
Alex Kidd (Miracle)	19.95
Astro Warrior/Pit Pot	19.95
Blade Eagle	24.95
Bank Panic	14.95
Black Belt	19.95
Choplifter	19.95
Cube Zone	19.95
Double Dragon	24.95
Enduro Racer	19.95
F-16 Fighter	14.95
Fantasy Zone I	19.95
Fantasy Zone II	24.95
Gangster Town	19.95
Ghost House	14.95
Global Defence	19.95
Golvellius	24.95
Great Football	22.95
Great Golf	22.95
Great Basketball	22.95
Great Volleyball	22.95
Kenseiden	24.95
Kung Fu Kid	19.95
Lord of the Sword	24.95
Maze Hunter 3D	24.95
Miracle Warrior	29.95
Monopoly	24.95
Missile Defence 3D	24.95
My Hero	14.95
Ninja	19.95
Outrun	24.95
Pro Wrestling	19.95
Penguin Land	29.95
Phantasy Star	34.95
Powerstrike	22.95
Quartet	19.95
Rambo III	24.95
R-Type	29.95
Rocky	24.95
Sports Pad Football	29.95
Secret Command	19.95
Shooting Gallery	19.95
Shanghai	19.95
Shinobi	24.95
Submarine 3D	24.95
Space Harrier	24.95
Space Harrier 3D	24.95
Spy v Spy	14.95
Super Tennis	14.95
Teddyboy	14.95
Thunderblade	24.95
Transbot	14.95
Wonderboy	19.95
Wonderboy Monsterland	24.95
World Grand Prix	19.95
World Soccer	22.95
Y's	29.95
Zaxxon	24.95
Zaxxon 3D	24.95
Zillion I or II	22.95
Sega Control Stick	14.95
Light Phaser	29.95
Light Phaser + Games	44.95
3D Glasses	39.95
Master System	79.95
Master System + Inc Light Phaser	99.95
Super System Inc Light Phaser + 3D Glasses	129.95

TITLE	Comp	Price
Total Cost £		

Name:

Address:

Tel No.

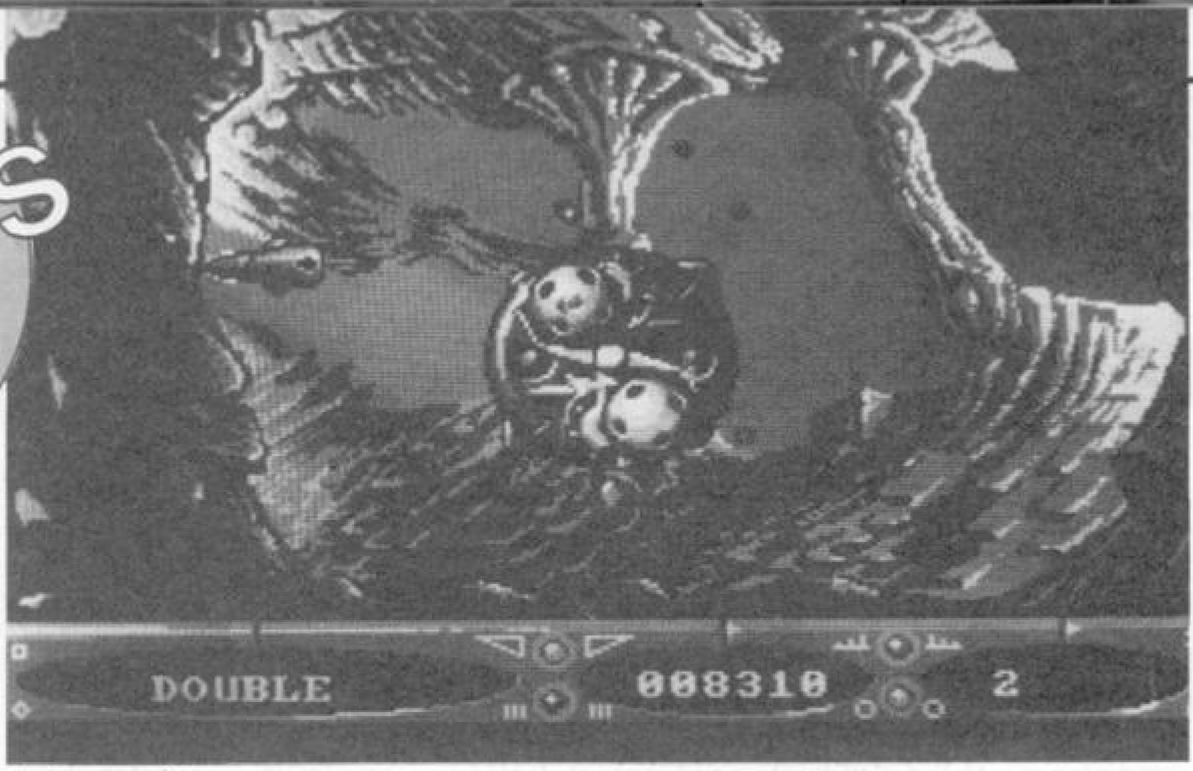
ST's & AMIGA'S IN STOCK!

CVG MARCH

Afterburner

Thunderblade

Cheques & Postal Orders payable to SOFTSELLERS. Post & Packaging Free in UK. Overseas £1.50 per item. Shop prices may vary, but personal callers can claim approx 10% discount off RRP on production of this advert.



▲ *Damn and blast.*

PHANTOM FIGHTER

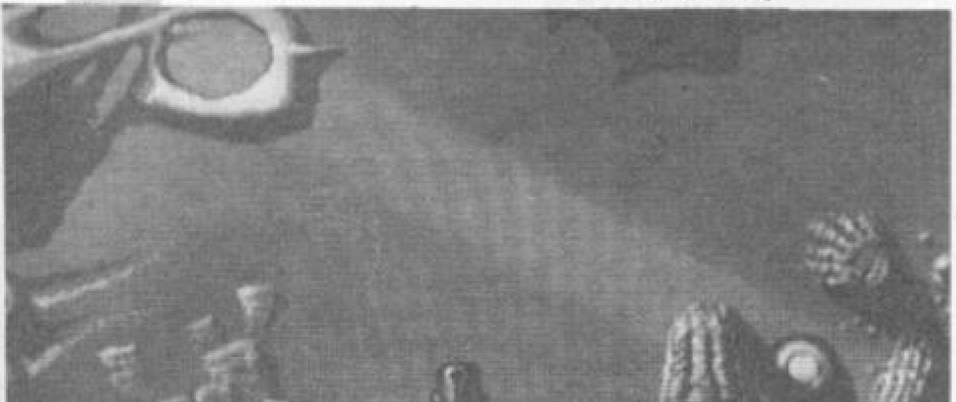
► SUPPLIER: MARTECH.
► PRICE: AMIGA £19.99, PC £24.99.
► REVIEWER: PAUL GLANCEY.

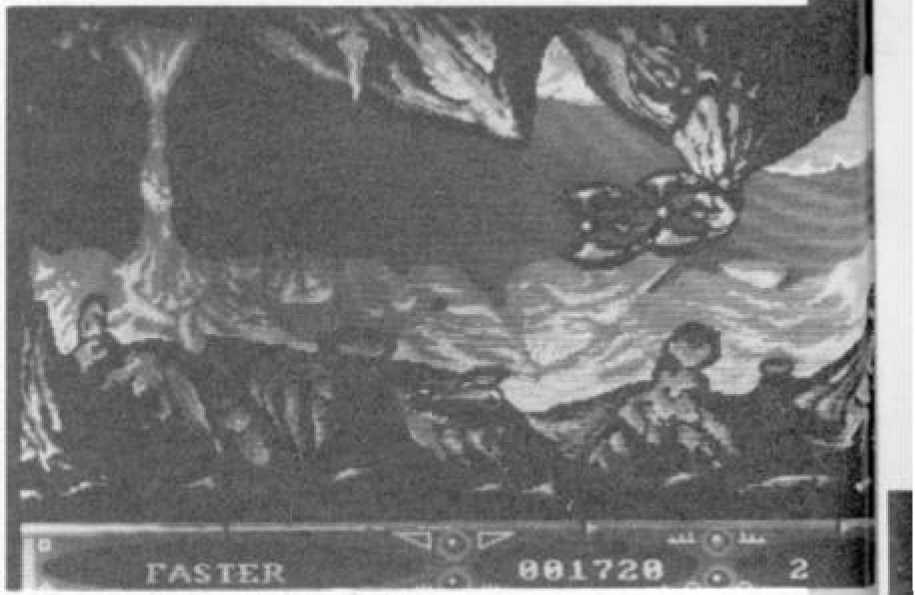
As my granny used to say, there's nothing like a game that breaks new ground – and *Phantom Fighter* is nothing like a game that *breaks new ground.* Yep, originality takes a back seat as Emerald Software and Martech present us with a scrolling shoot 'em up, with, yes, you guessed, add on weapons!

Well, let's have a look at the instructions – maybe the plot will help it stand out. It all starts out with you being part of a colony on a distant planet, which suddenly comes under attack from Korts, small blobs of throbbing flesh which have apparently developed homicidal tendencies. When they disappear into the desert wastelands surrounding the colony, you are sent with a crumbly called MacMixDune to destroy them before they return. BUT, the REAL threat ISN'T the Korts at all. It turns out that the desert is inhabited by soul-sucking demons who pilot ancient ships around the place, blasting all and sundry. Silly old MacMixDune knew all this but didn't bother telling you, because you are the Chosen One. You are the Phantom Fighter! Phew! Exciting isn't it?

Well, not exactly. Play is basically a matter of flying your craft over alternating horzintally and vertically scrolling backdrops, pumping the oncoming "phantoms" full of laser bolts with their names on them. Occasionally an obliterated squadron leaves behind a capsule for you to pick up. Shoot the capsule BEFORE you pick it up and it changes its function to provide speedups, faster and more powerful lasers, Plasma weapon (which fires in all directions), side lasers and homing missiles. None of these is particularly innovative or visually exciting, with the possible exception of the Plasma weapon, which can wipe out whole squadrons with a single shot, and trash end-of-level fatties with just a few blasts.

▼ *Blow 'em away.*





▲ *An average shooter.*

Basically, *Phantom Fighter* does try to be a nice shoot 'em up – the graphics are nice, the sound is tolerable and it plays reasonably well – but I'm afraid it just hasn't got anything really special going for it, so in the end you tend to find yourself getting annoyed by details such as the small screen area on the vertically scrolling sections, and the slightly suspect collision detection. In fact, after a dozen trips out to level two, my mind was starting to wander, and I don't think it'll be returning to this game for quite a while.

AMIGA	
► GRAPHICS	70%
► SOUND	50%
► PLAYABILITY	62%
► VALUE	60%
► **OVERALL**	**60%**

UPDATE . . .

No plans for conversions to any other formats – apparently the programmers don't think any other machines "could do the game justice". Hmmm.

ANDES ATTACK

► SUPPLIER: LLAMASOFT.
► PRICE: ST £9.95.
► REVIEWER: JULIAN RIGNALL.

It's been quite a while since Jeff Minter produced a game, but he's back with a vengeance with *Andes Attack*, an updated version of his old VIC 20 game. Before you swoon away at the thought of a VIC 20 game on your ST, let me tell you a little about it.

Rather than produce a 16-bit mega-game with 50 zillion locations and filled-3D graphics, Minter has decided to go back to grass roots and produce a straightforward, fast arcade blast. The result is a Stargdate/Defender clone.

The player patrols a two-way horizontally scrolling planet and defends his eight llamas from the marauding aliens. These horrors attempt to whisk away the llamas to the top of the screen, whereupon the alien mutates and chases after your ship. If a thieving alien is shot while he's carrying a llama, the llama drops to earth and can be caught and set back on terra firma for bonus points. It dies if it falls unchecked – and when all the llamas have either been killed or spirited away, the landscape explodes and the player enters hyerspace, which is filled with hordes of very aggressive aliens.

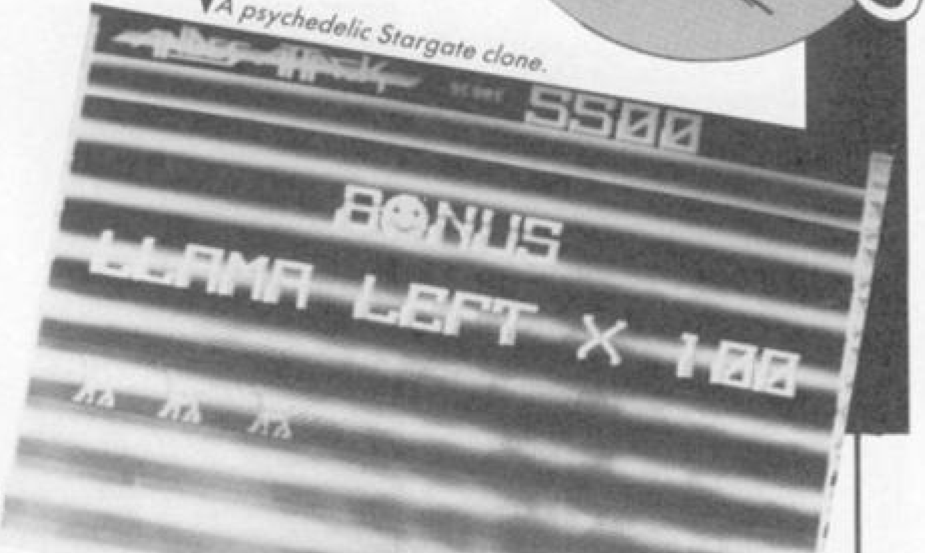
As well as an army of llama-grabbers to blow up, there are plenty of other aliens to keep you on your toes, each type with its own personality and attack patterns. The ship is equipped with smart bombs, invisi shield (both limited) and there's a radar scanner at the top of the screen to give you advanced warning of oncoming hazards. You can also warp to higher levels by carrying more than four llamas through a warp gate.

The control method is brilliant, but takes a bit of getting used to. The mouse is used to guide the ship up and down, while the buttons are used to thrust and turn the ship around. Three keys on the keyboard are used for smart, fire and shield. It's rather daunting at first, but the controls "feel" superb.

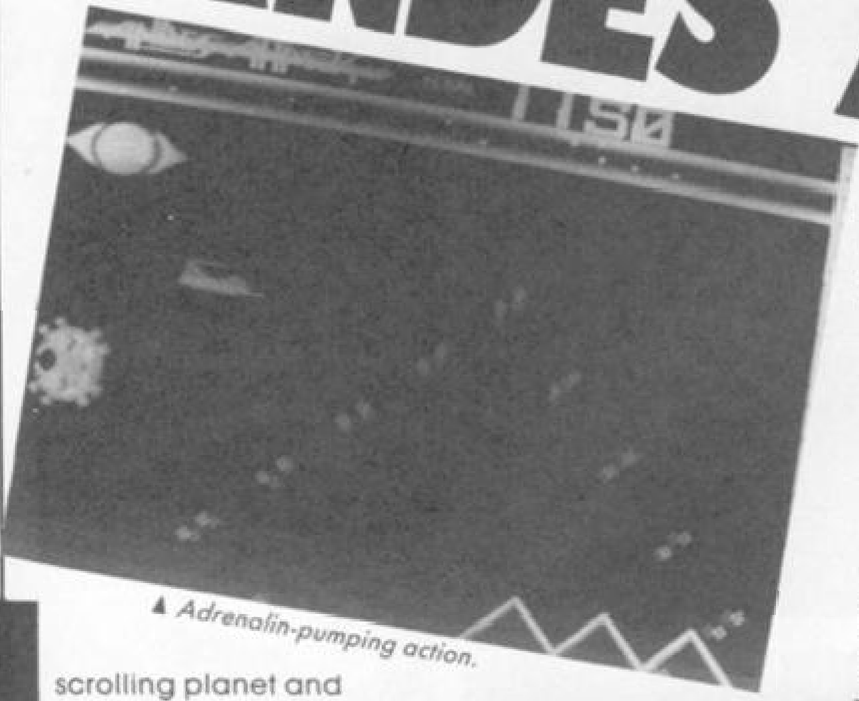
Obvious comparisons will be made between this and *Star Ray*, and while *Star Ray* is graphically superior, it has nothing like the fast, frantic gameplay and superb playability of *Andes Attack*. The action is very colourful, noisy and non-stop, and I found myself getting a genuine adrenalin buzz when I played it – something a shoot 'em up hasn't done for me for ages!

The on-screen presentation is excellent, with details of each alien, a training mode and a highscore table that automatically saves to disk. There's also a highscore competition.

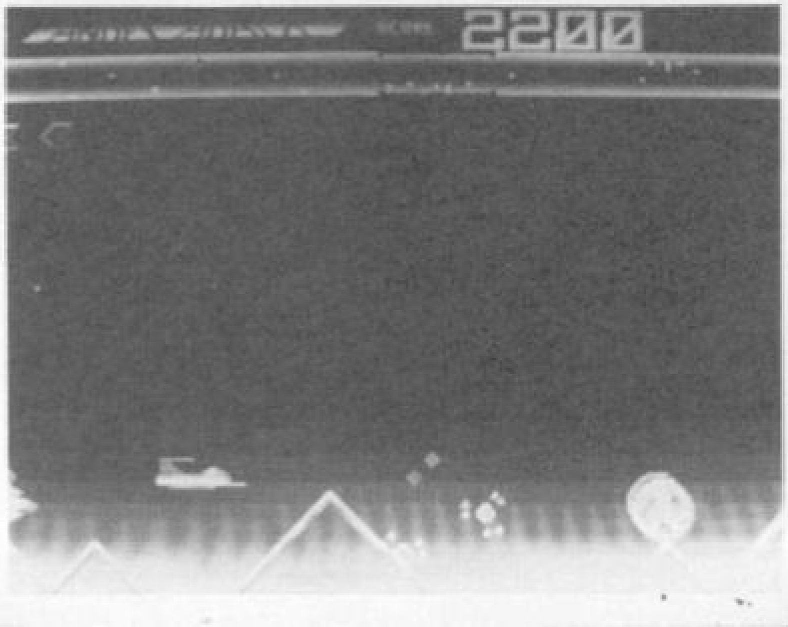
Andes Attack is a raw and uncompromising shoot 'em up that'll have you on the edge of your seat – an essential purchase for the maniacal blasting fan.



▼*A psychedelic Stargate clone.*



▲ *Adrenalin-pumping action.*



▼*Fly low and blast!*

ST

► GRAPHICS	71%
► SOUND	62%
► VALUE	82%
► PLAYABILITY	87%
► **OVERALL**	**88%**

UPDATE . . .

No other versions are planned. However, Llamasoft have plans for other ST titles in this series, the next of which is a very enhanced Gridrunner. What about doing Laser Zone, Jeff?

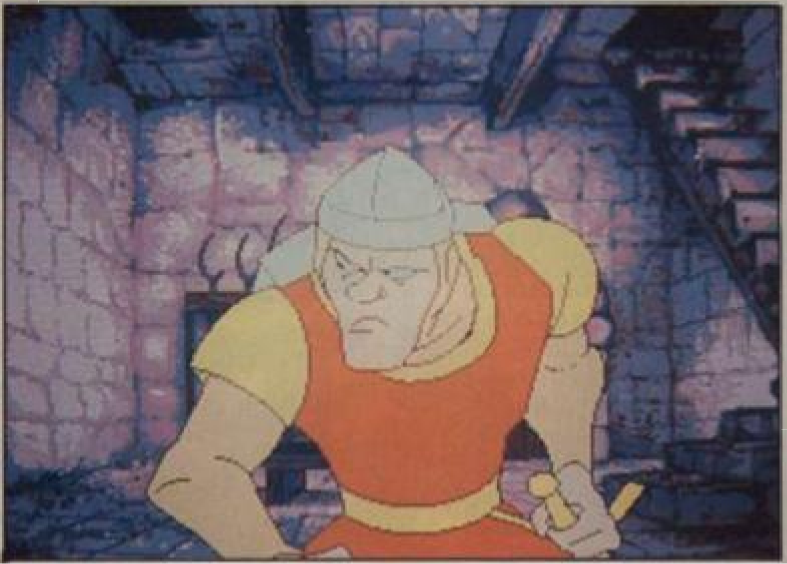
DRAG LA

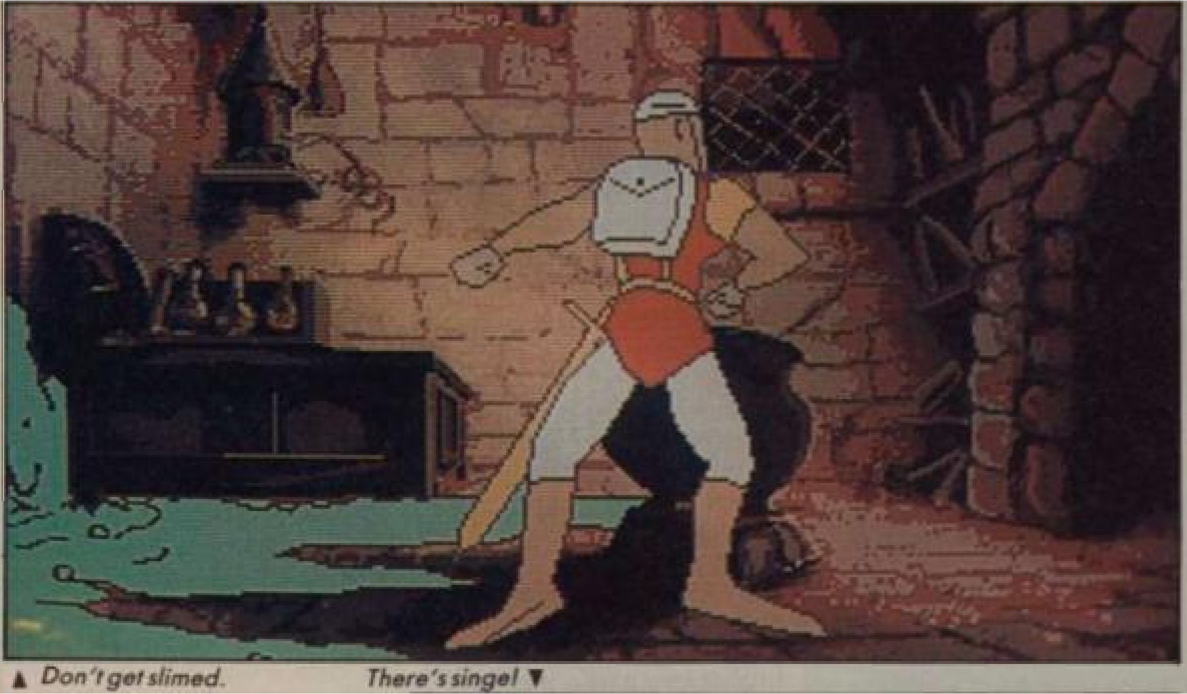
► SUPPLIER: SILMARILS.
► PRICE: AMIGA £44.95.
► REVIEWER: JULIAN RIGNALL.

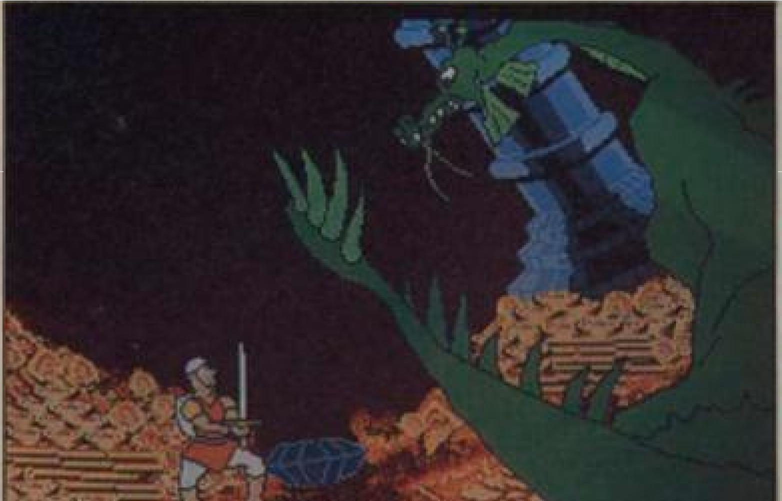
In 1983 the first laser disk arcade game appeared – Sega's *Astron Belt*. Its mixture of real-life images, computer graphics and CD sound was hailed as revolutionary, even though the game wasn't particularly brilliant. A few months later laser disk technology was used to produce the first interactive cartoon game, *Dragon's Lair*. It looked and sounded incredible, but unfortunately the gameplay was restrictive. All the player had to do was push the joystick in the right direction or press the fire button at the right time to continue to the next sequence; failure to do so resulted in an often humerous death sequence. Still, from this beginning it was hoped that the format would produce great things.

Sadly this wasn't to be. William's Star Rider, a fabulous motorcycle race game, certainly showed what the laser disk was capable of producing, but the incredibly expensive machines were prone to frequent failure (especially in seaside resorts, where sand getting into the scanning equipment caused nothing but problems), and the format died out.

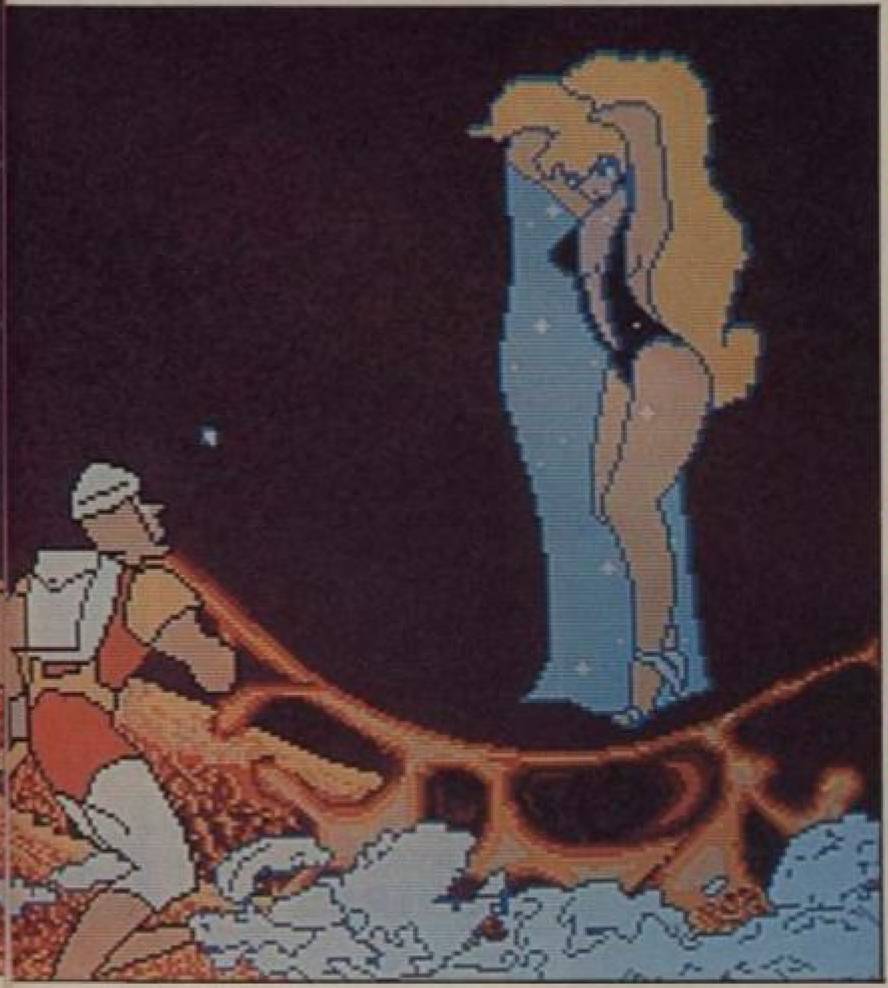
Now Don Bluth, designer of the original game, has got together with Readysoft to produce an Amiga version of the game which fully captures the


▲ Dirk the daring . . .


▲ Don't get slimed.

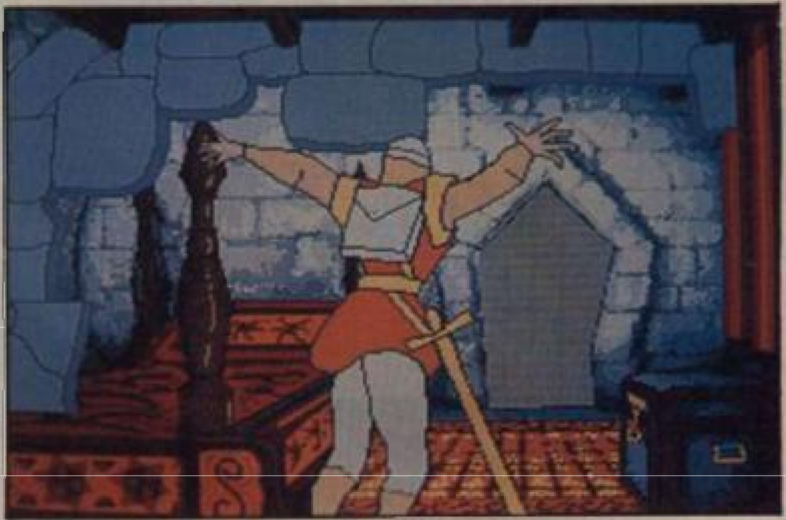

There's singe! ▼

ON'S
AIR


▲ *Awlright darlin'?*

spirit of the classic arcade game. Unlike Software Project's version of *Dragon's Lair* (and the sequel *Escape From Singe's Castle*), where the game was recreated in a series of arcade-style screens, Readysoft have produced the game as you'd see it in the arcades – like a cartoon!

For those who never saw the arcade game, *Dragon's Lair* casts the player as Dirk Daring, a courageous knight out to rescue a beautiful princess from the clutches of Singe, a giant green dragon. And he's not jolly. The mission of mercy involves entering Singe's castle and avoiding a variety of hazards and monsters before finally confronting the fire-spitting one himself.


▲ *Leap through the gap.*

The Amiga version of *Dragon's Lair* comes on a massive SIX disks, and a 1 megabyte memory is required to run the game. But when you actually *see* it, it's easy to see why so much memory is taken up – the game looks just like a cartoon, and I'm not kidding. Massive sprites, silky smooth animation and real perspective shifts are all part and parcel of this stunning-looking game. Not only that, there are also great chunks of speech and sound effects sampled from the arcade machine.

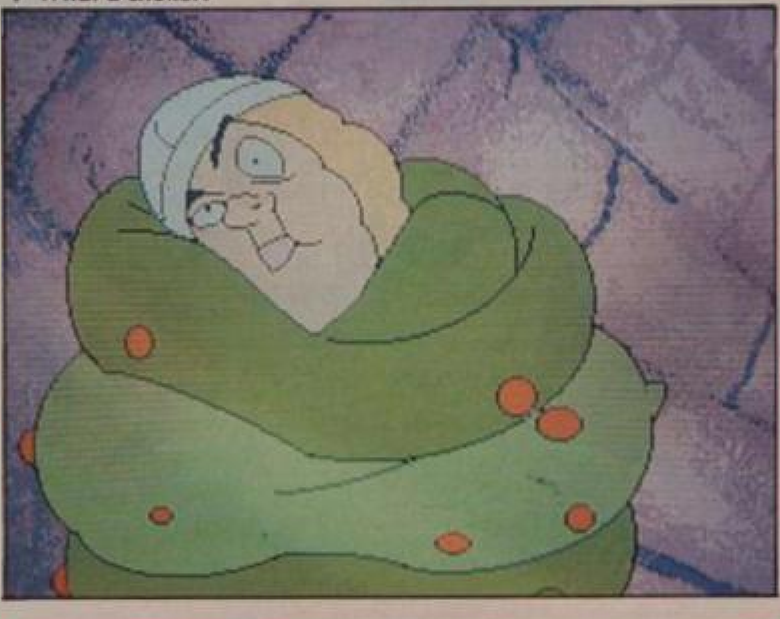
Dirk starts outside the castle, and gives a mean 'n' shifty look left and right before turning around and scampering across the drawbridge. Not is all as it seems, however, and the drawbridge collapses leaving Dirk hanging from the debris. Within a second a horrid monster with writhing tentacles bursts from the moat and attacks, presenting the player with the first of many problems. Which action should Dirk take? Should he jump off the drawbridge, or take a *swipe at the pink leviathan* with his trusty broadsword?

Actions are undertaken by moving the joystick or pressing fire – and the wrong move results in the loss of one of Dirk's three lives, while a correct move results in Dirk completing the maneouvre, and the next action is attempted. When the scene has been completed, the next one loads. Failure in a scene requires the player to replay it from the beginning.

The timing of moves is critical and often finnicky, which can become frustrating, especially since you have to start all the way from the beginning with every new game. Still, the arcade game had similar faults.

The adventure continues

▼ *What a choker!*

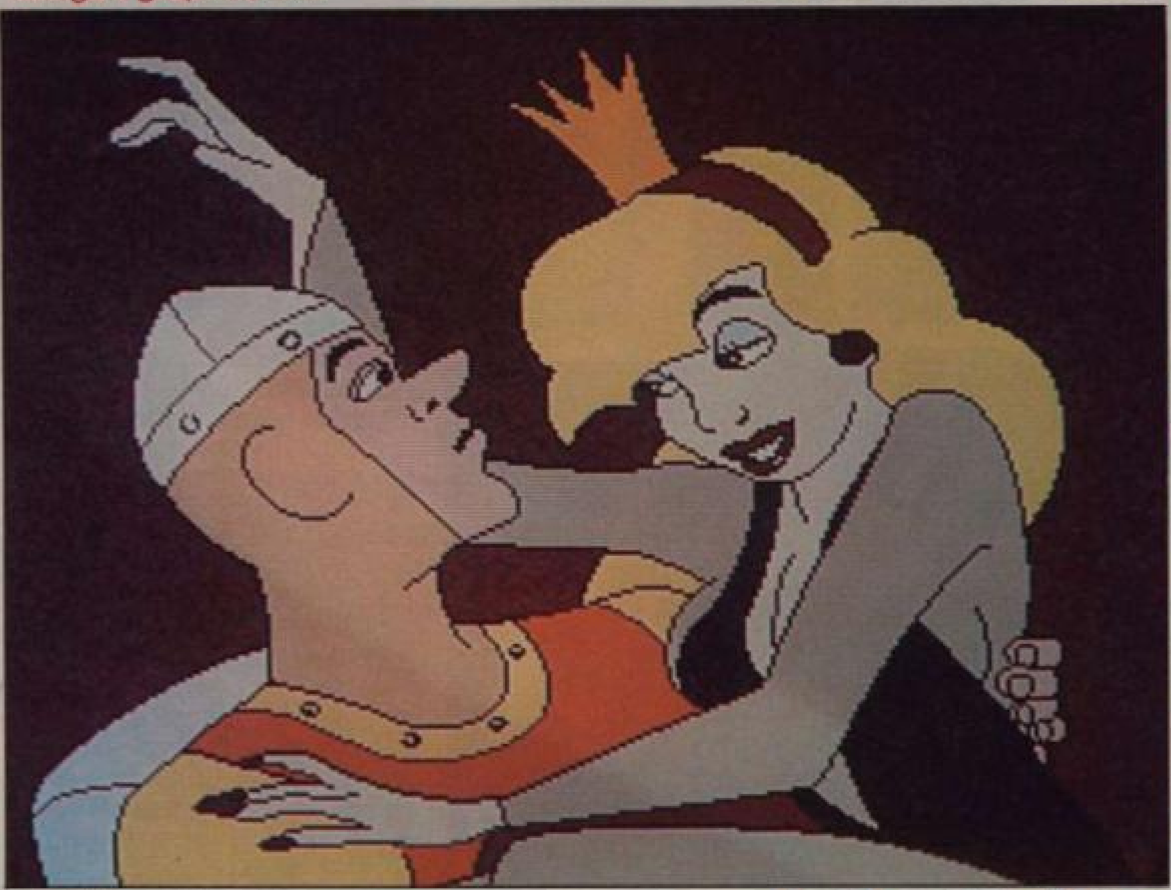


DRAGON'S LAIR

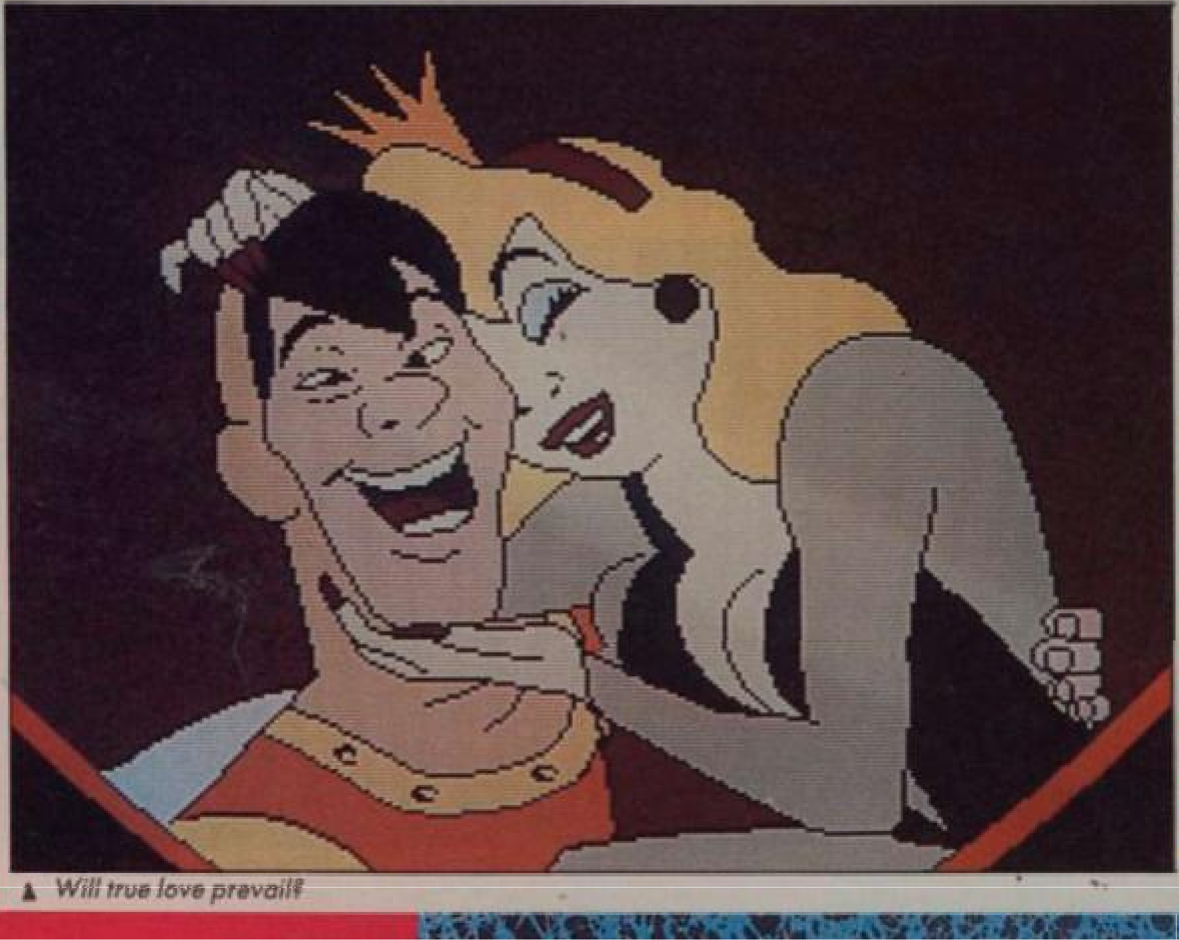
in this vein, some scenes requiring multiple actions, and others just a well-timed press of the fire button. To squeeze a little more out of the game, some scenes are played twice, one normally, and the other a mirror image, so the opposite moves have to be used.

Although *Dragon's Lair* looks and sounds absolutely incredible – it's by far the most visually impressive computer game to date – it has one serious flaw: it lacks lasting appeal. I admit that I thoroughly enjoy playing it, but the game is the same every time you play it, and once you know all the moves required to go through each scene it all becomes a matter of strict routine. Working out how to do each scene is a process of elimination, rather than skill, and it doesn't take very long to go all the way through the game.

The gargantuan price tag is also a major gripe. Even though there are six disks, the amount of actual gameplay is minimal. *Dragon's Lair* is a superb demonstration of the Amiga's graphics and sound potential – it's just a shame that there isn't much of a game to play.



▲ *Dirk's reward.*



▲ *Will true love prevail?*

AMIGA	
► GRAPHICS	98%
► SOUND	94%
► VALUE	25%
► PLAYABILITY	36%
► **OVERALL**	**51%**

UPDATE . . .

There are plans to produce an 18-cassette Spectrum version . . . No – only joking. An ST version might see the light of day, but otherwise there are no plans to produce Dragon's Lair for any other machines. If you want a version of *Dragon's Lair*, look up the old Software Projects game, especially *Escape From Singe's Castle*, which is particularly good.

SHEKHANA MAIL ORDER SERVICES - ESTAB: SINCE 1978

ACCESS - ORDER BY CREDIT CARD LINE 01-348-2907 / 01-340-8565 - VISA

Software Title	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk
1943	7.25	D2	7.99	D4	7.99	D4
4X4 Racing	7.25		7.99	D4	7.99	D4
Action Service	6.30		6.99		6.99	
Adv Tact Fighter	6.50	D1	6.75	D1	6.99	D3
After Burner	7.50	D3	9.99	D6	9.99	D6
Airbourne Ranger	7.50	D3	9.99	D6	9.99	D6
Alien Syndrome	5.99	D3	6.99	D3	7.50	D3
Arcade Force Four	7.99		7.99	D4	7.99	D6
Arkanoid II	6.30	D3	6.99	D3	6.99	D3
Artist II – 128K	14.99					
Artist II+ 3 disk	**15.99**					
Arturis	6.50	D2	7.99	D4	7.99	D4
Barbarian II	7.50	D3	7.50	D3	7.50	D3
Bards Tale	7.99	D4	7.99	D4	7.99	D4
Batman	7.50	D3	7.50	D3		
Batt'eld Germany	8.99				8.99	D5
Black Tiger	6.99	D2	7.99	D4	7.99	D4
Butcher Hill	6.50	D2	7.99	D4	7.99	D4
Carrier Command	9.99	D3	9.99	D4	9.99	D5
Command Performance	10.99		10.99	D2	10.99	
Crazy Cars II	7.50		7.50	D3	7.50	D3
Cybernoid II	6.25	D2	6.99	D4	6.99	D2
Dark Side	7.50	D3	7.50	D3	7.50	D3
Double Dragon	7.50	D3	7.50	D3	7.50	D3
Dragon Ninja	7.50	D3	7.50	D3	7.50	D3
Dynamic Duo	6.30		6.99	D3	6.25	D3
D. Toms Olympics	7.50	D3	7.50	D3	7.50	D3
Echelon	7.99	D2	10.50	D4	10.50	D4
Empire Strikes	6.99	D3	6.99	D3	6.99	D3
E'lypedia of War	11.99				11.99	
Exploding Fist+	5.99		6.99	D1		
E. Hughes Soccer			7.50	D1		
F16 Combat Pilot	10.99	D6	10.99	D6	10.99	D6
Fist + Throttle	8.99	D3	8.99	D3	8.99	D3
Flintstones	6.50		6.99	D3	6.99	D3
Football Director	6.99		6.99		6.99	
F. Brunos Box	8.99	D5	8.99	D3	8.99	D5
F. Director 2	13.99	D6	13.99	D6		D6
F. Manager II	6.99	D3	6.99	D3	6.99	D3
Gauntlet II	6.99	D2	7.99	D4	7.99	D3
Giants	10.99	D6	10.99	D6	10.99	D6
Gnome Ranger II	7.50	D3	7.50	D3	7.50	D3
Guerilla War	6.30	D3	7.50	D3	7.50	D3
Gunship	7.50	D3	9.99	D5	9.99	D5
G.I. Hero	6.30		6.99	D1	6.30	D3
G. Set + Match 2	8.99	D5	8.99	D5	8.99	D5
Hellfire Attack	7.50	D5	7.50	D5	7.50	D5
Heroes of Lance	7.99	D4			7.99	D6
Intensity	5.99		6.99	D1		
Iron Lord	9.99	D6	9.99	D6	9.99	D6
Jinxter + 3 Disk		D3		D5		D5
Knight Orc	8.99		8.99	D3	8.99	D5
Konami Collection	7.50	D5	7.50	D5	7.50	D5
Kryla	5.99		6.99	D2		
Lancelot	10.99	D6	10.99	D2	10.99	D6
Last Ninja 2	8.99	D3	8.99	D3	8.99	D3
LED Storm	7.25	D2	7.99	D4	7.99	D4
Lineker Hotshot	6.30	D2	7.99	D4	7.99	D4
Linekers Skill	6.30	D2	7.99	D4	7.99	D4
Live + Let Die	7.50	D3	7.50	D3	7.50	D3
Magnificent 7	7.50	D5	7.50	D5	7.50	D5

Software Titles	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk
Mansells Racing	7.99	D3	7.99	D4	7.99	D4
Monopoly	7.50		9.99	D4	7.99	D3
Motor Massacre	6.50	D2	7.99	D4	7.99	D4
M. Whittakers	7.50		7.50	D2	–	
Night Raider	7.99	D2	7.99	D4	7.99	D4
Ocean Compilation	10.99	D6	10.99	D6	10.99	D6
OCP Art Studio	8.99		9.99	D4	–	
Operation Wolf	6.30	D3	7.50	D3	7.50	D3
Outrun	7.25	D2	7.99	D4	7.99	D4
Overlander	5.50	D1	7.50	D3	7.50	D3
Pacland	6.50		7.50	D3	6.50	D3
Pacmania	6.50		7.50	D3	6.50	D3
Pegasus Bridge	8.99		8.99	D5	8.99	D5
Peter Beardsley	6.50		7.50	D3	7.50	D3
Psycho Pigs UXB	7.25	D4	7.99	D4	7.99	D4
Puffys Saga	7.25	D4	7.99	D4	7.99	D4
Question Sport	9.99	D2	9.99	D5	9.99	D5
Rambo III	6.30	D3	7.50	D3	7.50	D3
Red October	9.99		9.99	D5	9.99	D5
Road Blaster	7.25	D2	7.99	D4	7.99	D4
Robocop	7.50	D3	7.50	D3	7.50	D3
Roy of Rovers	6.50	D2	7.99	D4	7.99	D4
R-Type	7.50	D3	7.50	D3	7.50	D3
Salamander	5.40	D3	6.99	D3	6.99	D3
Samurai Warrior	5.25		5.99	D1	5.99	D3
Savage	5.99		6.50	D2	6.50	D3
Silicon Dreams	8.99		8.99	D2	8.99	D5
Skate Ball	7.25	D4	7.99	D4	7.99	D4
Soccer Simulator	7.50		7.50	D3	7.50	D3
Soldier of Fortune	5.99		6.99	D3	–	–
Stargilder	8.99	D3	4.99	D1	8.99	D5
Stealth Fighter	7.50	D2	10.99	D5	10.99	D5
Summer Olympiad	5.50		6.99	D3	6.99	D2
Super Sports	6.30	D2	7.99	D4	7.99	D4
Supreme Challenge	8.99	D5	8.99	D5	8.99	D3
S.D.I.	7.50	D3	7.50	D3	–	–
Taito Coin Ops	8.99		8.99	D5	8.99	D5
Target Renegade	5.99	D3	6.99	D2	6.99	D3
Techno Cop	6.50	D2	7.99	D4	7.99	D4
The Fury	7.99	D4	7.99	D4	7.99	D4
The Games	7.25	D2	7.99	D4	7.99	D4
The Muncher	6.50	D3	7.99	D5	–	D3
The Pawn – 128K	8.99	–	–	D5	–	D5
Theatre Europe	4.99	–	4.99	–	–	D1
Thunder Birds	6.99	–	7.50	D3	7.50	D3
Thunder Blade	7.25	D2	7.99	D4	7.99	D4
Tiger Road	7.25	D2	7.99	D4	7.99	D4
Time Stood Still	5.50	D2	–	–	–	–
Time + Magik	9.99	D2	9.99	D2	9.99	D2
Times of Lore	7.50	D3	7.50	D2	–	–
Total Eclipse	7.50	–	7.50	D3	7.50	D3
Track Suit Manager	7.50	–	7.50	–	7.50	–
Typhoon	6.30	D3	7.50	D3	7.50	D3
Untouchables	6.30	D3	7.50	D3	7.50	D3
Victory Road	6.30	D3	7.50	D3	7.50	D3
Vindicator	6.30	D3	7.50	D3	7.50	D3
Virus	5.25	D1	–	–	–	D3
We Are Champs	7.50	D5	7.50	D5	7.50	D5
WEC Le Mans	6.30	D3	7.50	D3	7.50	D3
Whirligs	5.99	D2	6.99	D3	6.99	D3

Software Title *	Atari ST	Amiga
1943	14.99	19.99
5 Star Hits ST	15.99	
Afterburner	13.99	18.75
Airbourne Ranger	16.99	–
Amiga Gold Hits	–	19.99
Baal	13.99	13.99
Barbarian II	13.99	13.99
Batman	13.99	16.99
Battle Chess	–	19.99
Black Tiger	15.99	19.99
Blazing Barrels	12.99	12.99
Butcher Hill	15.99	15.99
Carrier Command	15.99	15.99
Corruption	15.99	15.99
Crazy Cars II	13.99	15.99
Dandy	13.99	13.99
De Luxe Scrabble	13.99	13.99
Double Dragon	13.99	16.99
Dragon Ninja	13.99	16.99
Driller	16.99	16.99
Dungeon Master	16.99	16.99
D. Toms Olympics	13.99	16.99
Elite	15.99	15.99
EManuelle	13.99	13.99
F16 Falcon	18.75	22.50
F16 Combat Pilot	16.99	16.99
Fernandez Must Die	16.99	16.99
Final Command	19.99	19.99
Flight Sim 2	26.99	26.99
Flying Shark	17.99	–
Foft Gremlin	24.99	24.99
Foot Director II	13.99	13.99
Foot Manager 2	13.99	13.99
Form Master	39.99	39.99
Frontier	14.99	15.99
Galatic Conquer	14.99	19.99
Ghost + Gobbling	13.99	16.99
Guerilla War	13.00	16.00
Gunship	16.99	–
Heroes Of Lance	19.99	19.99
Hitchhiker Guide	16.99	16.99
Hostages	15.99	15.99
Inter Karate +	**14.99**	**16.99**
Interceptor	–	19.99
Internat Soccer	13.99	13.99
Iron Lord	19.99	19.99
Jet	29.99	29.99
Joan of Arc	15.99	19.99
Kennedy Approach	16.99	–
King of Chicago	20.99	20.99
Lancelot	13.99	13.99
Leaderboard Coll	15.99	19.99
Lombard RAC Rally	15.99	15.99
Mike Reads Quiz	13.99	16.99
Motor Massacre	15.99	15.99
Nigel Mansells	19.99	19.99
No Excuses	14.99	14.99

** Software**	Atari ST	Amiga
Operation Neptune	15.99	15.99
Operation Wolf	13.99	15.99
Outrun	15.99	15.99
Pacland	13.99	13.99
Pacmania	13.99	13.99
Paper Boy	13.99	15.99
Pool of Radiance	16.99	19.99
Power Drome	19.99	18.75
Powerplay	14.99	14.99
Question of Sports	13.99	15.99
Rambo III	13.99	15.99
Ringside	16.99	16.99
Robocop	13.99	15.99
Rocket Ranger	15.99	19.99
Roger Rabbit	–	22.50
Running Man	13.99	13.99
R-Type	14.99	16.99
Shoot Em Up Kit	16.99	16.99
Speed Ball	16.99	16.99
Stargilder II	15.99	14.99
Super Hang On	14.99	18.75
Sword of Sodan	–	24.90
S. Harrier 1 or 2	13.99	15.99
Techno Cop	15.99	15.99
The Kristal	22.50	22.50
Thunder Blade	15.99	19.99
Times of Lore	19.99	19.99
Triv Pursuit New	16.99	16.99
T.V. Sports	–	22.00
Ultimate Golf	15.99	15.99
UMS	15.99	15.99
Uninvited	15.99	19.99
Verminator	15.99	15.99
Victory Road	13.99	16.99
War Middle Earth	16.99	16.99
WEC Le Mans	13.99	16.99
Weird Dreams	15.99	15.99

********ACCESSORIES********

Multiface ST	44.99	– – –
Head Cleaner 3.5"	6.99	–
10x3.5" unbranded	9.99	–
10x3.5" Sony/JVC/3M	12.99	–
Maxell/Dyson	12.99	–
10 x 5.25" Unbrand	5.99	–
Dust Cover	6.99	–
Cheetah Mach 1	10.99	–
Cheetah Challenger	13.99	–
Quickshot J/Stick	7.99	–
Quickshot 2 Turbo	10.99	–
Comp Pro-Black	12.99	–
Comp Pro-Clear	13.99	–
Comp Pro-Extra	14.99	–
Navigator J/Stick	13.99	–
Predator J/Stick	11.99	–
Konix J/Stick	9.99	–

********SEGA********

Master System	79.95
Mastersystem Plus	99.95
Super System	129.95
Lightphaser + Cart	44.95
3D Glasses	39.95
Control Stick	14.95
Konix Joystick	12.99
Quickshot 15 J/ST	14.99
After Burner	24.95
Alex Kidd 1 or II	24.95
Alien Syndrome	24.95
Aztec Adventure	22.95
Blade Eagle 3D	24.95
Captain Silver	24.95
Double Dragon	24.95
Fantasy Zone II	24.95
Golvellius	24.95
Great Baseball	22.95
Great Basketball	22.95
Great Football	22.95
Great Golf	22.95
Great Volleyball	22.95
Kenseiden	24.95
Lord of the Sword	24.95
Maze Hunter 3D	24.95
Miracle Warrior	32.95
Missile Defence 3D	24.95
Monopoly	29.95
Outrun	24.95
Outrun 3D	24.95
Penguin Land	29.95
Phantasy Star	39.95
Power Strike	22.95
Rambo 3	24.95
Rescue + Mission	22.95
R-Type	29.95
Shanghai	22.95
Shinobi	24.95
Shooting Gallery	22.95
Space Harrier	24.95
Space Harrier 3D	24.95
Thunderblade	24.95
Wonderboy 1 or II	24.95
World Grand Prix	22.95
World Soccer	22.95
Y's	37.95
Zaxxon 3D	24.95
Zillion I or II	22.95

****NINTENDO SYSTEM****

Control Deck	99.99
Urban Champion	24.99
Soccer	24.99
Super Mario Bros	24.99
R.C. Pro Am	29.99
Gumshoe	29.99
Mike Tysons Boxing	29.99
Legend of Zelda	39.99
Metroid	29.99
Top Gun	29.99

Also Available on Disk Format D1-£9.99. D2-£10.50. D3-£10.99. D4-£11.99. D5-£12.50. D6-£14.95

MAIL ORDER CUSTOMERS

Please make Chq/P.O. payable to S.C.S. (CV + G) 655, Green Lanes, London N8 0QY. Add 50p P + P in U.K. on software on accessories add £1.00. EEC add £1.00 per item. Elsewhere add £2.00 add £5.00 for all machines P + P (UK only). Please specify machine type in your order, also give alternative choice incase item is not released yet or out of stock. All new releases will be sent out on day of release. Access and Visa orders welcome.

PERSONAL CALLERS:

Callers can pick up software at our branches at 221 Tottenham Court Road, London W1R 9AF (Near Goodge St Stn). Tel: 01-631 4627
S.C.S. 655 Green Lanes, London N8 0QY (nr Turnpike Lane Stn). Tel: 01-340 8565.
On production of this advert we will give you 10% off the RRP of software if the title appears on this advert. (Except on Sega, Nintendo software)

Credit Card Holders:

Access and Visa Ring: 01-340 8565, 348-2907, 631-4627
Credit card orders despatched same day - subject to availability.
Please note we also stock telephones, cordless, Answer, Fax Calculators, Machines. Tel: - 01-436 9590

Megasave

TITLE	SPEC + 3		AMS	DISC	COMM	DISC
Afterburner	6.90	–	6.90	9.90	6.90	9.90
Armalyte	–	–	–	–	6.40	9.90
Airbourne Ranger	9.90	D1	10.90	13.90	10.90	13.90
Bard's Tale	6.90	D3	7.50	10.90	7.50	10.90
Barbarian II	6.40	D1	6.40	9.90	6.40	9.90
Batman II	5.90	D2	6.25	9.90	6.25	9.90
Bombuzal	5.20	D1	6.75	9.40	6.75	9.40
Crazy Cars II	6.20	–	6.75	–	6.75	–
Command P'mance	9.95	D4	9.95	13.95	9.95	13.95
Circus Games	5.95	D2	6.40	9.95	6.40	9.95
Captain Blood	6.40	D2	6.40	9.90	6.40	9.90
Cybernoid II	5.90	D2	6.90	9.90	6.90	9.90
Dragon Ninja	5.90	D2	6.40	9.90	6.40	9.90
Double Dragon	6.70	–	–	–	6.70	–
Dynamic Duo	5.50	–	6.40	9.90	6.40	8.90
Empire St. Back	6.40	D2	6.40	9.90	6.40	9.90
E. Hughes Football	6.40	–	6.40	9.90	6.40	8.90
Exploding Fist +	5.40	–	–	–	6.25	9.90
F16 Combat Fighter	9.90	D4	9.90	13.90	9.90	13.90
Fist's & Throttles	8.40	D2	8.40	9.90	8.40	9.90
F. Brunos' Big Box	8.90	D4	9.90	10.90	9.90	10.90
Footb. Manager II	6.40	D2	6.40	9.90	6.40	9.90
Footb. Director	5.90	–	5.90	–	5.90	–
Footb. Dir. II 128	13.90	D1	–	–	–	–
Fight Ace	9.90	D5	9.90	12.90	9.90	12.90
Fair Means or Foul	5.50	D1	6.40	9.90	6.40	8.90
G. Lineker S. Skills	5.50	D2	6.90	10.90	6.90	10.90
G. Lineker Hot Shot	5.50	D2	6.90	10.90	6.90	10.90
Guerilla War	5.90	D2	6.40	9.90	6.40	9.90
Giants	9.90	D4	9.90	13.90	9.90	12.90
Gold Silver Bronze	10.90	D4	10.90	15.90	10.90	12.90
Grand Prix Circuit	–	–	–	–	7.40	10.50
Game Set & Match 2	8.90	D4	8.90	11.90	8.90	11.90
Heroes of Lance	6.90	D3	6.90	10.90	6.90	10.90
Hate	5.75	D2	–	–	–	–
Hellfire Attack	6.90	D2	–	–	6.90	9.90
H'man K'Kong M'ine	3.95	–	–	–	–	–
ISS	6.75	D2	6.75	9.95	6.75	9.95
Ingrid's Back	9.90	D5	9.90	12.90	9.90	12.90
Last Ninja II	8.70	–	8.70	9.90	8.70	9.90
Last Duel	5.95	D2	–	–	–	–
Laser Squad	6.20	–	–	–	–	–
Led Storm	6.95	D2	7.20	9.95	7.20	9.95
Lancelot	9.90	D3	9.90	11.90	9.90	11.90
Munsters	6.40	–	6.40	9.90	6.40	8.90
Microprose Soccer	–	–	–	–	9.90	13.90
Outrun	6.20	D2	6.70	9.90	6.70	9.90
Operation Wolf	5.50	D2	6.40	9.90	6.40	9.90
Overlander	5.20	D1	6.40	8.90	6.40	7.90
Ocean Compilation	7.90	D3	7.90	11.90	7.90	11.90
Pool of Radiance	–	–	–	–	6.90	16.90
Par 3	9.90	D4	9.90	13.90	–	–
Robocop	5.95	D2	6.40	9.90	6.40	9.90
Rocket Ranger	–	–	–	–	–	9.95
Rex	6.50	D2	6.95	9.95	6.95	9.95
Rambo 3	5.95	–	6.45	9.95	6.45	8.95
Roger Rabbit	–	–	–	–	–	19.90
Pro Soccer (CRL)	5.95	–	–	–	–	–
Pro Soccer Sim	5.90	D1	6.40	9.90	6.40	8.90
Puffy Saga	7.20	D3	7.45	10.95	7.45	10.95
Pacmania	6.00	D3	6.00	9.90	6.40	8.90
Robocop	5.90	D1	6.40	9.90	6.40	8.90
Return of Jedi	6.40	D2	6.40	9.90	6.40	8.90
R-Type	6.70	D3	6.40	9.90	6.40	9.90
Savage	5.50	–	5.50	9.90	6.40	8.90
Sanxion	5.95	D1	–	–	–	–
Superman	5.95	D2	6.40	9.90	6.40	9.90
Supersports	5.50	D2	6.90	10.90	6.90	10.90
Supreme Challenge	8.90	D3	8.90	11.40	8.90	11.40
S.D.I.	6.90	–	–	–	6.90	9.90
Space Ace	9.90	D5	9.90	12.90	9.90	12.90
The Double	7.90	–	–	–	7.90	–
Track Suit Manager	6.40	–	–	–	6.40	–
The Games (S'mer)	6.95	D2	7.20	9.90	7.20	9.90
Tank Attack	8.95	D2	8.95	9.95	8.95	9.95
Typhoon	5.20	D2	5.90	9.90	5.90	8.90
Thunderblade	6.20	D2	6.90	10.90	6.90	10.90
Total Eclipse	6.40	D1	6.40	9.90	6.40	9.90
Techno Cop	5.50	D2	6.90	10.90	6.90	10.90
Taito's Hits	8.90	D4	8.90	11.90	8.90	11.90
Tiger Road	6.90	D2	6.90	10.90	6.90	10.90
WEC Le Mans	5.90	D2	6.40	9.90	6.40	8.90
War Mid. Earth	6.90	–	6.90	–	6.90	–
4x4 Off Road	6.20	–	6.90	10.90	6.90	10.90
1943	6.20	D1	6.70	8.90	6.70	8.90
Xenon	5.95	–	–	–	–	–

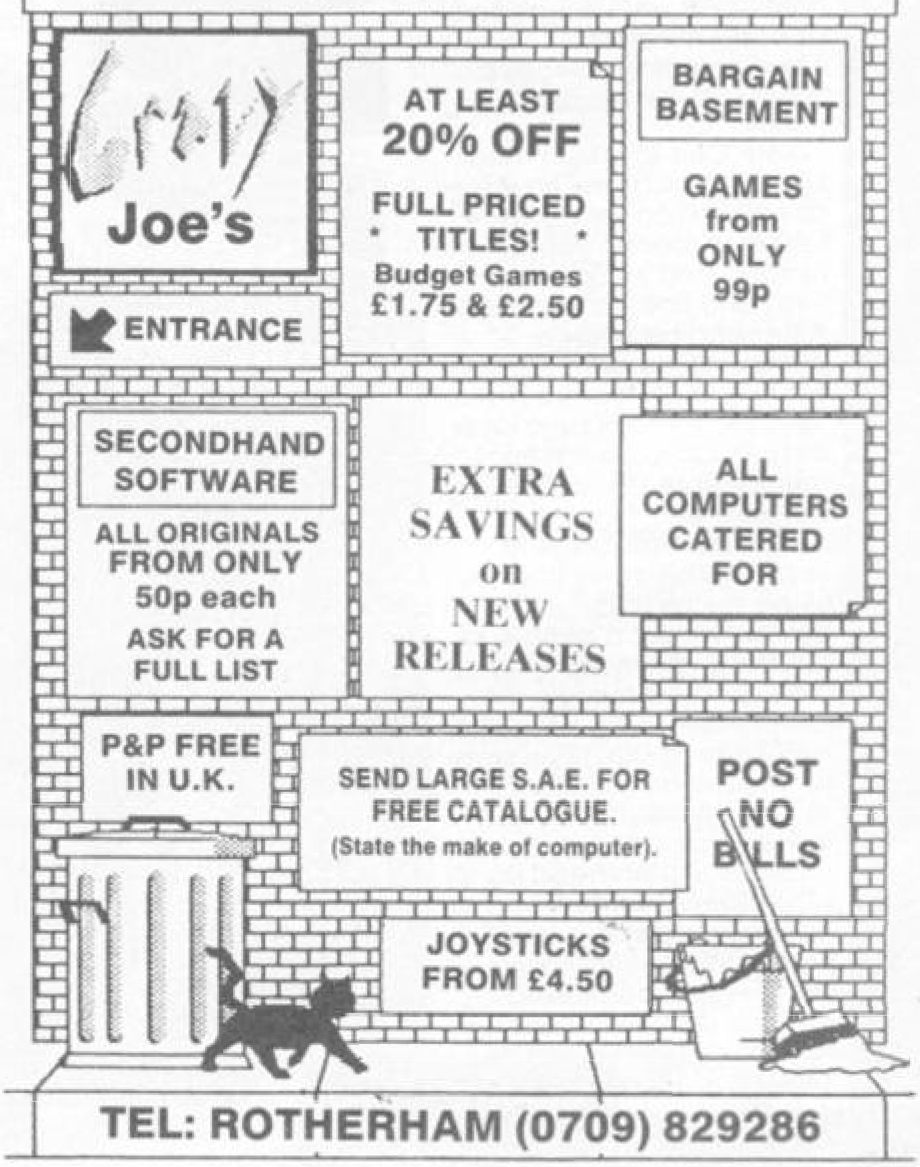
TITLE	ST	Amiga	PC
Afterburner	12.90	12.90	–
Airborne Ranger	14.90	–	–
Baal	12.90	12.90	–
Bat	15.90	15.90	–
Bombuzal	11.90	11.90	–
Barbarian II	9.90	11.90	–
Batman	11.90	14.90	11.90
Butcher Hill	13.90	13.90	–
Crazy Cars II	11.90	14.90	–
Carrier Command	14.90	14.90	–
California Games	–	16.90	16.90
Captain Fizz	9.95	9.95	–
Cosmic Pirate	11.90	14.90	–
Circus Games	14.90	14.90	14.90
Dungeon Master	14.90	13.90	–
Double Dragon	11.90	11.90	11.90
Dragon Ninja	11.90	14.90	–
Eliminator	13.90	13.90	–
Elite	14.90	14.90	15.90
F16 Combat Pilot	16.90	16.90	–
Falcon (F16)	14.90	19.90	–
Flying Shark	14.90	–	–
Football Manager II	11.90	11.90	11.90
Fed. of Free Trading	19.90	19.90	–
Football Dir 2	11.90	11.90	–
G. Lineker Hot Shot	13.90	13.90	13.90
Guerilla War	11.90	14.90	–
Galactic Conqueror	11.90	14.90	14.90
Galdregon's Domain	11.90	11.90	–
Gunship	14.90	14.90	19.90
Grand Prix Circuit	–	–	17.90
Heroes of the Lance	16.90	16.90	16.90
Hawkeye	14.90	–	–
Hostage	14.90	14.90	14.90
Inter. Karate Plus	11.90	11.90	–
Iron Lord	6.90	6.90	6.90
Ingrid's Back	11.90	11.90	11.90
ISS	11.90	14.90	–
Joan of Arc	11.90	14.90	–
Lancelot	11.90	11.90	11.90
Lombard Rally	14.90	14.90	–
Last Duel	13.90	16.90	–
Leisure Suit Larry II	19.90	19.90	–
Microprose Soccer	14.90	14.90	14.90
Motor Massacre	13.90	13.90	–
Manhattan Dealer	11.90	14.90	–
Munsters	11.90	11.90	–
Nigel Mansell	16.90	16.90	–
Outrun	13.90	–	–
Operation Wolf	11.90	14.90	11.90
Phantom Fighter	–	15.90	15.90
Pool of Radiance	16.90	16.90	16.90
Purple Saturn	14.90	14.90	–
Powerdrome	16.90	16.90	16.90
Rambo III	11.90	14.90	11.90
Robocop	11.90	14.90	11.90
Return of the Jedi	11.90	11.90	–
Rocket Ranger	–	19.90	–
Roger Rabbit	–	19.90	–
R-Type	14.90	14.90	–
Pioneer Plague	–	14.90	–
Pacmania	11.90	11.90	–
Stargilder II	14.90	14.90	14.90
Speedball	14.90	15.90	15.90
Super Hang-On	11.90	–	–
Sword of Sodan	–	16.95	–
Star Ray	14.90	14.90	14.90
Superman	14.90	14.90	14.90
Shoot 'em up Con S.	14.90	14.90	–
Skateball	16.90	16.90	16.90
T.V. Sports Football	14.90	19.90	19.90
Turbo Cup	11.90	11.90	
Thunderblade	12.90	16.90	–
The Games (S'mer)	13.90	15.90	13.90
Teenage Queen	11.90	11.90	–
The Kristal	19.90	19.90	–
Tiger Road	13.90	13.90	–
Techno Cop	13.90	13.90	13.90
Ultimate Golf	13.90	15.90	13.90
U.M.S.	14.90	14.90	14.90
Weird Dreams	14.90	14.90	–
Wec Le Mans	11.90	14.90	11.90
War Middle Earth	14.90	14.90	14.90

+3 DISC D1 = £8.75 D2 = £9.95
D3 = £10.95 D4 £12.95 D5 £12.95

MAIL ORDER ONLY. POSTAGE INCLUDED GREAT BRITAIN. EEC 75p PER ITEM. OVERSEAS £1.50 PER ITEM. FAST SERVICE. SEND CHEQUE/PO TO MEGASAVE DEPT. C + VG 49H SUTHERLAND ST. VICTORIA, LONDON SW1V 4JX. PLEASE SEND FOR FREE LIST OF NEW RELEASES ON AMSTRAD, C16, MSX, ATARI ST, AMIGA, COMMODORE, PC SPECTRUM AND + 3 DISC. STATE WHICH LIST.
FUTURE LEAGUE LIMITED
PLEASE NOTE THAT NEW GAMES WILL BE SENT DAY OF RELEASE

---

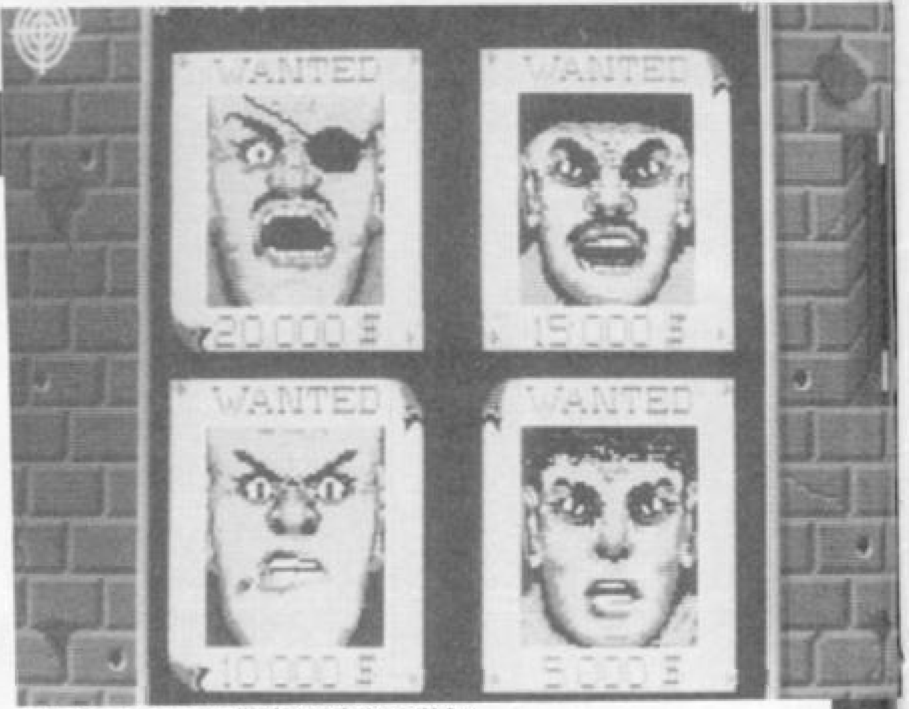
13 CASTLE AVE., ROTHERHAM, S. YORKS, S60 2JN


Crazy Joe's
ENTRANCE
AT LEAST 20% OFF FULL PRICED • TITLES! •
Budget Games £1.75 & £2.50
BARGAIN BASEMENT
GAMES from ONLY 99p
SECONDHAND SOFTWARE
ALL ORIGINALS FROM ONLY 50p each
ASK FOR A FULL LIST
EXTRA SAVINGS on NEW RELEASES
ALL COMPUTERS CATERED FOR
P&P FREE IN U.K.
SEND LARGE S.A.E. FOR FREE CATALOGUE.
(State the make of computer).
POST NO BILLS
JOYSTICKS FROM £4.50

TEL: ROTHERHAM (0709) 829286

Reviews

WANTED



▲ Choose your villain and go get him.

► **SUPPLIER: INFOGRAMES.**
► **PRICE: ST/AMIGA £19.95.**
► **REVIEWER: CIARAN BRENNAN.**

The tumbleweed blows down the streets of Arkansas as you approach the wall of the county jail to see whose faces are supporting a price this week. Finding a group of four fresh faces, with rewards ranging from $5,000 to $20,000, you choose a likely candidate and plug a symbolic bullet hole in his countenance.

You'd like to take your trusty mule along, but the ground is too treacherous so heading off on foot you enter an *Ikari Warriors*-style scrolling landscape to capture the bad guy of your choice. The enemy is quick to appear and attacks from the front or either side, with the gang's size and meanness corresponding directly to the size of the reward offered.

Your Colt 45 fires a hefty six bullets at a time (in three directions) on your first life, falling to four on your second and two on your third and final incarnation. A beating heart icon pumps a little extra life into your veins (it's the way i tell 'em), but there'lll be a lot of desperadoes lining the route before you come across one of these.

If you can manage to tear yourself away from all of this death and destruction for a couple of seconds, you may notice the barrels which line the route. A well placed bullet will shatter these, revealing a range of accessories which are essential to the well-equipped western law enforcer. Bullets need no explanation, while dynamite acts as a smart bomb and a shield gives you a ring of confidence and a tough skin to boot. More infrequently, yellow lettered icons allow you to choose whichever of these options you want.

Other tokens are also available (boots, carbines and sherrifs' stars to name but three) and are notched up on a table at the bottom left of the screen, but with the notable exception of the dynamite sticks it's difficult to know what use they are. The accompanying booklet doesn't shed much light on the subject either, telling you for instance that the sherrif's star 'lets you wipe out the outlaw's hired help that much faster' – but gives no clue as to how to use it.

Wanted is a bit short of original ideas, and lacks a little polish on the presentation side, it's also about as addictive as a Kylie and Jason duet. I found myself infuriated, exasperated, intimidated – but mostly entertained (that doesn't rhyme!) . . . and if you're not already sick of this type of game maybe you will too.

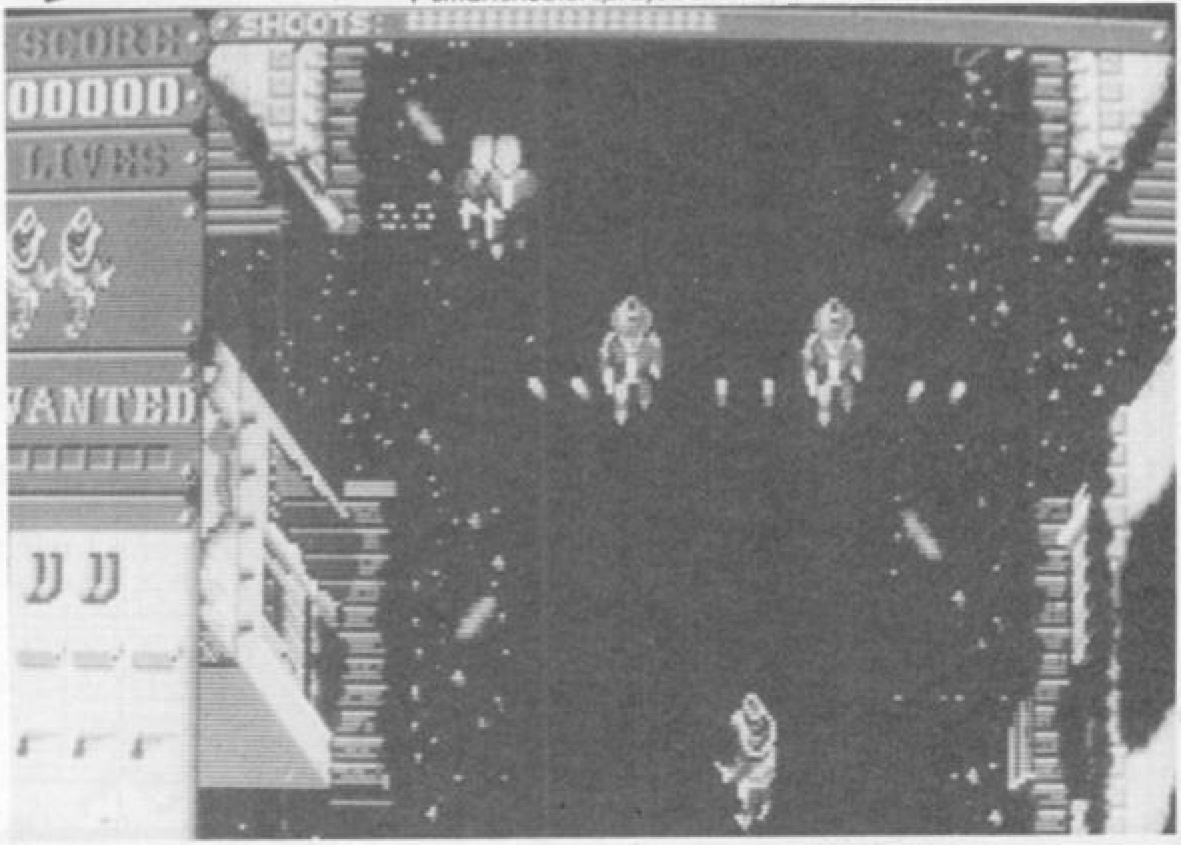
ST

► GRAPHICS	72%
► SOUND	71%
► VALUE	73%
► PLAYABILITY	78%
► **OVERALL**	**70%**

UPDATE . . .

Both 16-bit versions play identically, with the visual and aural differences so slight that they they're hardly worth mentioning. Despite the gameplay's apparent simplicity, there are no plans for any 8-bit versions.

▼ Smartshooter sprays bullets all over.



PREMIER MAIL ORDER
(FORMERLY TRYBRIDGE SOFTWARE)

Title	Spectrum Cass	Spectrum Disk	CBM 64 Cass	CBM 64 Disk	Amstrad Cass	Amstrad Disk
Afterburner	7.45	10.45	7.45	10.45	7.45	10.45
Airborne Ranger 128	9.95		9.95	13.95		
Arkanoid 2 Revenge	5.50	9.95	6.50	9.95	6.50	9.95
Armalyte			6.95			
Barbarian 2 Palace	6.95		6.95	9.95	6.95	9.95
Bards Tale 1	6.95		7.45	10.95	7.45	10.95
Batman Caped Crusader	6.25	9.95	6.25	9.95	6.25	9.95
Best of Elite Vol 1	3.95		3.95		3.95	
Black Tiger	6.95		7.45	9.95	7.45	10.95
Bombuzal	6.45		6.45	9.95		
Butcher Hill	6.45	10.95	7.45	10.95	7.45	10.45
Bubble Bobble	5.45	8.95	5.95	8.95	5.95	9.95
Buggy Boy	5.50		6.95	9.95	6.95	9.95
Bionic Commando	6.95		7.45	10.95	7.45	10.95
Captain Blood	6.95		6.95	9.95	6.95	9.95
Carrier Command	9.95	13.95	9.95	13.95	9.95	13.95
Command Performance	8.95	12.95	8.95	10.95	8.95	12.95
Crazy Cars 2	6.95		6.95		6.95	
Crosswize	4.95					
Daley Thompson 88	6.50		6.50	9.95	6.50	9.95
Dark Fusion	5.95	8.95	6.95	9.95	6.95	9.95
Derek Bells Le Mans			7.45	10.45		
Double Dragon	6.95	9.95	6.95	9.95	6.95	9.95
Dragon Ninja	6.95	9.95	6.95	9.95	6.95	9.95
Dragonslayer			5.95			
Dynamic Duo	5.45		6.45	8.95	6.45	9.95
Eliminator	6.95		7.45		7.45	
Emlyn Hughes Football	6.95	9.95	6.95	8.95	6.95	9.95
Empire Strikes Back	6.95		6.95	9.95	6.95	9.95
Espionage	5.95	9.95	6.95	9.95	6.95	9.95
Exploding Fist +	5.00		6.95	8.95		
Fish		9.95		11.95		11.95
Fists & Throttles	8.45	9.95	8.45	9.95	8.45	9.95
Fivestar 2	6.95		6.95		6.95	
Flight Ace	9.95	12.95	9.95	12.95	9.95	12.95
Football Director	6.45		6.45		6.45	
F15 Strike Eagle	6.95		6.95	9.95	6.95	9.95
F16 Combat Pilot	9.95	12.95	9.95	12.95	9.95	12.95
Football Manager	2.95	4.95	2.95	6.95	2.95	
Football Manager 2	6.95	9.95	6.95	9.95	6.95	9.95
Game Over 2	6.95	9.95	6.95	9.95	6.95	9.95
Game Set & Match 2	8.95	11.95	8.95	11.95	8.95	11.95
Garfield	6.00		6.50		6.50	
Gold Silver Bronze	10.45	12.95	10.45	12.95	10.45	16.95
Grand Prix Circuit			7.45	10.45	7.45	10.45
Gunship	6.95	9.95	9.95	13.95	9.95	13.95
Heroes of Lance	7.45	10.45	7.45	10.45	7.45	10.45
INC Shrinking Sphere			7.45	10.95		
Ingrids Back	9.95	12.95	9.95	9.95	9.95	12.95
Intensity	5.00		6.95	8.95		
Iron Lord	8.95	13.95	8.95	13.95	8.95	13.95
Jet Bike Simulator			5.95			
Konami Collection	6.95	12.95	6.95	12.95	6.95	12.95
Krakout	2.95		2.95		2.95	
Lancelot	9.95	11.95	9.95	11.95	9.95	11.95
Laser Squad	6.95		6.95		6.95	
Last Ninja 2	8.95		8.95	9.95	8.95	10.95
L'Board Par 3	10.95	13.95			10.95	13.95
L'Board Par 4			10.95	12.95		
LED Storm	6.95	9.95	7.45	10.95	7.45	10.95
Live & Let Die	6.95	9.95	6.95	9.95	6.95	9.95
Mickey Mouse	6.95	9.95	7.45	10.45	7.45	10.95
Micro Soccer			9.95	13.45		
Mini Office 2			9.95	13.45	9.95	13.95
Mini Putt	6.95	10.45	6.95	10.45	6.95	10.45
Motor Massacre	5.95	8.95	6.95	9.95	6.95	9.95
Muncher (T Wrecks)	5.95	10.45	7.45	10.45	7.45	10.95
1943	6.95	9.95	7.45	10.45	7.45	10.95
19 Bootcamp	6.95		6.95	9.95	6.95	9.95
Nigel Mansell GP	6.95		6.95	10.45	6.95	10.45
Nightraider	7.45		7.45	10.95	7.45	10.95
Operation Wolf	5.75	9.95	5.95	9.95	5.95	9.95
Outrun	6.95		7.45	10.45	7.45	10.45
Overlander	5.50	9.95	6.95	9.95	6.95	9.95
Pacland	6.25		6.25	9.95	6.25	9.95
Pacmania	5.95		6.25	9.95	5.95	9.95
PHM Pegasus	6.95	10.95	6.95	10.95		
Predator	7.45		7.45	10.95	7.45	10.95
Pro Soccer Sim	5.95	8.95	6.95	9.95	6.95	9.95
Puffys Saga	6.95	10.45	6.95	10.45	7.45	10.45
Question of Sport	9.95	13.95	6.95	13.95	9.95	13.95
Rambo 3	5.95	9.95	6.95	9.95	6.45	9.95
Red October	9.95		9.95	13.95	9.95	13.95
Return of Jedi	6.95	9.95	6.95	9.95	6.95	9.95
Rex	6.95	10.45	7.45	10.45	7.45	10.45
Road Blasters	6.95	10.95	7.45	10.95	7.45	10.95
Robocop	6.45	9.95	6.45	9.95	6.45	9.95
R Type	6.95	10.45	6.95	10.45	6.95	10.45
Sumarai Warrior	4.95	–	5.95	9.95	5.95	9.95
Savage	5.50		6.95	8.95	5.95	9.95
SDI (Activision)	7.45		7.45	10.45		
Skateball	6.95	10.95	7.45	10.45	7.45	10.45
Skate or Die	6.95	10.45	7.45	10.45	7.45	10.45
Solid Gold	7.45	10.95	7.45	10.45	7.45	10.45
Solid Gold	7.45	10.95	7.45	10.95	7.45	10.95
Space Ace	10.45	12.95	10.45	12.95	10.45	12.95
Spitting Image	6.95	9.95	6.95	9.95	6.95	9.95
Stars Trek			6.95	9.95	6.95	9.95
Star Wars	6.95		6.95	9.95	6.95	9.95
Stealth Fighter	6.95	9.95	9.95	13.95		
Strip Poker 2	6.95		6.95	9.95		
Super Dragon Slayer			5.95			
Super Hangon	7.45		7.45	10.95	7.45	10.95
Superman	6.25	9.95	6.95	9.95	6.95	9.95
Supreme Challenge	8.95	11.95	8.95	11.95	8.95	11.95
Taito Coin Ops	8.95	11.95	8.95	11.95	8.95	11.95
The Games Summer	6.95	10.95	7.45	10.95	7.45	10.95
The In Crowd	8.95		8.95		8.95	
The Munsters	6.95		6.95	9.95	6.95	12.95
Thunderblade	6.95	9.95	7.45	10.45	7.45	10.45
Tiger Road	6.95	9.95	7.45	10.45	7.45	10.45
Time & Magick	9.95	9.95	9.95	9.95	9.95	9.95
Total Eclipse	6.95	9.95	6.95	8.95	6.95	8.95
Tracksuit Manager	6.95		6.95	9.95	6.95	9.95
Train Escape	6.95	10.45	6.95	10.45	6.95	10.45
Triv Pursuit	9.95		9.95	12.95	9.95	12.95
Triv Pursuit New Begin	9.95		9.95	12.95	9.95	12.95
Tyger Tyger	5.00		6.95	8.95	6.95	12.95
Untouchables	5.95	12.95	6.25	12.95	6.25	12.95
We Are The Champions	6.95	12.95	6.95	12.95	6.95	12.95
Wec Le Mans	5.95	9.95	6.25	9.95	6.25	9.95
Whirligig	4.95	8.95	5.95	8.95	5.95	9.95

Title	Atari ST	Amiga
Adv Rugby Sim	11.95	-
Afterburner	13.95	16.95
Arkanoid Rev of Doh	11.95	14.95
Barbarian 1 or 2 Pal	9.95	11.95
Bards Tale 1 or 2	17.95	17.95
Batman Caped Crusader	11.95	14.95
Battle Chess		17.95
Battlezone	7.95	
Bombuzal	11.95	14.95
Bratacus	9.95	
Bubble Bobble	11.95	11.95
Buggy Boy	11.95	14.95
California Games	16.95	16.95
Carrier Command	14.95	14.95
Chessmaster 2000	17.95	17.95
Chronoquest	19.95	19.95
Combat School	11.95	14.95
Cracked	7.95	-
Crazy Cars 2	11.95	14.95
Crystal Castles	10.45	-
Damocles	11.95	11.95
Double Dragon	11.95	11.95
Dragon Ninja	11.95	14.95
Dungeon Master	14.95	14.95
Elite	14.95	14.95
Empire	17.95	17.95
Empire Strikes Back	11.95	11.95
5 Star ST	14.95	-
F16 Combat Pilot	16.95	16.95
Falcon F16	14.95	19.95
Fantavision	-	29.95
Fed of Free Trade	19.95	19.95
Ferrari Formula 1	15.95	15.95
Final Command	17.95	17.95
Fish	14.95	14.95
Flight Sim 2	26.95	26.95
Flt Disc 7 or 11	13.95	13.95
Flt Disc European	13.95	13.95
Flt Disc Japan	13.95	13.95
Flying Shark	14.95	
Galdregons Domain	13.95	13.95
Garfield	11.95	11.95
Ghosts 'n' Goblins	11.95	14.95
Green Beret	11.95	14.95
Gunship	14.95	14.95
Helter Skelter	9.95	9.95
Heroes of Lance	16.95	16.95
Hostages	14.95	14.95
Indiana Jones	9.95	-
Ingrids Back	11.95	11.95
Interceptor	-	17.95
Int Karate +	13.95	16.95
Iron Lord	17.95	17.95
Jet	26.95	26.95
Joan of Arc	13.95	16.95
Joust	7.95	-
Kennedy Approach	14.95	14.95
Krystal	19.95	-
Lancelot	11.95	11.95
LED Storm	13.95	13.95
Lombard RAC Rally	14.95	14.95
Manhattan Dealer	11.95	14.95
Mafia Whitaker	9.95	9.95
Menace	11.95	12.95
Microprose Soccer	14.95	14.95
Missile Command	7.95	-
Moonbase	7.95	-
Moon Patrol	7.95	-
Nebulus	13.95	17.95
Night Hunter	13.95	-
Nigel Mansell	17.95	17.95
Northstar	9.95	-
Operation Wolf	11.95	14.95
Outrun	13.95	13.95
Pacmania	11.95	11.95
Paperboy	11.95	14.95
Pool of Radiance	16.95	16.95
Powerdrome	17.95	17.95
Pro Soccer Sim	11.95	11.95
Purple Saturn Day	14.95	14.95
Rambo 3	11.95	14.95
Return of Jedi	11.95	11.95
Robocop	11.95	14.95
Rocket Ranger	19.95	19.95
Roger Rabbit	16.95	16.95
R Type	13.95	16.95
Savage	14.95	14.95
S.F. Harrier	14.95	9.95
S.F. Harrier	14.95	9.95
Shoot Em Up Con Kit	14.95	14.95
Sinbad & Throne	9.95	-
Skateball	15.95	15.95
Skate or Die	15.95	15.95
Skychase	9.95	14.95
Space Harrier 2	13.95	16.95
Space Racer	11.95	11.95
Speedball	14.95	14.95
Stargilder 2	14.95	14.95
Stealth Fighter	13.95	16.95
S.T.O.S.	19.95	-
Super Breakout	7.95	-
Super Hangon	13.95	16.95
Superman	14.95	14.95
Testdrive	17.95	17.95
Thunderblade	13.95	16.95
Time & Magik	11.95	11.95
Times of Lore	14.95	14.95
Tracksuit Manager	11.95	11.95
Trantor	9.95	-
Triad	19.95	19.95
TV Sports Football	17.95	17.95
Ultimate Golf	13.95	13.95
Univ Military Sim	14.95	14.95
UMS Scenario 1	8.95	8.95
UMS Scenario 2	8.95	8.95
Victory Road	11.95	14.95
Virus	11.95	11.95
War in Middle Earth	14.95	14.95
WEC Le Mans	11.95	14.95
Weird Dreams	14.95	14.95

Please send Cheque/P.O. Access, Visa number and expiry date to:

8 Buckwins Square,

Burnt Mills, Burnt Mills, Basildon, Essex SS13 1BJ.

TEL: 0268-590766

These offers are available MAIL ORDER ONLY.

Please state make and model of computer when ordering. P&P inc UK on orders over £5.00 Less than £5.00 and Europe and £1.00 per item. Elsewhere please add £2.00 per item for airmail.

HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER

ALDERWOOD CENTRE,
SEDGLEY, DUDLEY,
W. MIDLANDS, DY3 3QY
(TEL: 0902-313600/880971)

SAME DAY DESPATCH

TITLE	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk
10 Comp. Hits Vol. 3	8.94	12.94	8.95	12.95	8.99	12.99
19 (Boot Camp)	6.94	10.94	6.95	10.95	-	-
1943	6.24	10.94	8.45	11.95	6.99	11.99
4 (Pro) Soccer Sim	6.24	9.94	6.95	10.95	6.99	10.99
4x4 Off-Road Racing	6.94	9.94	7.45	11.95	6.49	11.99
Afterburner	6.94	10.94	6.95	10.95	6.99	10.99
Airborne Ranger	6.94	10.94	10.45	14.95	10.49	14.99
Alien Syndrome	6.24	10.94	6.95	10.95	6.99	10.99
Arcade Force Four	7.44	-	7.95	11.95	7.49	11.99
Armalyte (Delta-2)	6.94	9.94	6.95	9.95	-	-
Artura	5.94	10.44	7.45	11.95	7.49	11.99
Bionic Com/St Fighter	6.94	10.94	7.45	11.95	7.49	11.99
Blasteroids	6.94	10.94	6.95	10.95	6.99	10.99
Barbarian (Psyg)	6.94	10.94	6.95	10.95	6.99	10.99
Barbarian-2	6.94	10.94	6.95	10.95	6.99	10.99
Bards Tale	6.94	11.94	7.45	11.95	7.49	11.99
Bards Tale 2 (or 3)	-	-	-	12.95	-	-
Bat-Man (New)	6.24	10.94	6.95	10.95	6.99	10.99
Beyond Ice Palace	5.44	10.94	6.95	9.95	6.99	10.99
Bombuzal	6.24	10.94	6.95	9.45	6.99	9.49
Bushido	6.94	10.44	7.45	11.95	7.49	11.99
Butcher Hill	5.94	10.44	7.45	11.95	7.49	11.99
Circus Games	6.94	10.94	6.95	10.95	6.99	10.99
Captain Blood	6.94	-	6.95	10.95	6.99	10.99
Carrier Command	9.94	11.94	9.95	13.95	10.49	13.99
Championship Sprint	2.94	-	2.95	8.95	2.99	9.99
Command Performance	9.94	14.94	9.95	13.95	9.94	14.99
Corruption	-	11.94	-	13.95	13.99	
Covert Action	-	-	10.95	13.95	-	-
Crazy Cars 2	6.94	10.94	6.95	10.95	6.99	10.99
Cybernoid-2 (Or 1)	5.94	10.44	7.45	11.95	7.49	11.99
Daley Thompson '88	6.44	9.94	6.45	9.95	5.99	
Dark Fusion	5.94	10.44	7.45	11.95	7.49	11.99
Dark Side	6.94	10.94	6.95	10.95	6.99	10.99
Def Con 5	-	-	6.95	9.95	-	-
Double Dragon	6.94	10.94	6.95	10.95	6.99	10.99
Dragon Ninja	6.24	10.94	6.95	10.95	6.99	10.99
Dream Warrior	3.94	-	3.95	-	3.99	-
Dynamic Duo	5.44	-	6.95	8.95	5.99	10.99
E. Hughes Int. Soccer	4.44	10.94	6.45	10.95	6.49	10.99
Echelon	11.44	10.44	9.95	11.95	9.99	11.99
Eliminator	5.94	10.44	7.45	11.95	7.49	11.99
Empire Strikes Back	6.44	9.94	6.45	9.95	6.49	9.99
Encyc. of War (Pt. 1)	10.94	11.94	-	-	10.99	14.99
Espionage	6.24	8.94	6.95	10.95	6.49	10.99
Exploding Fist +	3.44	-	6.45	9.95	-	-
Fish	-	11.94	-	13.95	-	-
F. Bruno's Big Box	8.94	12.94	8.95	12.95	8.99	12.99
Fernandez Must Die	6.24	9.94	6.95	9.95	5.99	9.99
Ferrari Formula 1	6.94	11.94	7.45	11.95	7.49	11.99
Fire & Forget	6.44	9.94	6.95	9.95	6.99	9.99
Fists & Throttles	8.44	12.94	8.45	12.95	8.49	12.99
Flight Ace	9.94	12.94	9.95	12.95	9.99	12.99
Football Director	6.44	-	5.95	-	6.49	-
Foot. Director-2 (128k)	13.94	14.44	-	-	-	14.99
Football Manager-2	6.94	10.94	6.95	10.45	6.99	10.99
Foxx Fights Back	6.24	9.94	6.45	9.95	-	-
G.I. Hero	5.44	-	6.95	9.45	6.49	10.99
G. Lineker Hot Shots	5.94	10.44	7.45	11.95	7.49	11.99
G. Lineker Sup. Skills	5.94	10.44	7.45	11.95	7.49	11.99
Game Over-2 (inc. 1)	6.94	10.44	6.95	10.95	6.99	10.49
Game, Set & Match-2	8.94	13.44	8.95	13.45	8.99	13.49
Games, Summer Ed.	6.94	9.94	7.45	11.45	7.49	11.49
Games, Winter Ed.	6.94	10.94	7.45	11.95	7.49	11.99
Giants (US Gold)	10.94	14.94	10.95	13.95	10.99	14.99
Gold, Silver & Bronze	10.94	13.94	10.95	13.95	10.99	18.99
Gryzor	3.94	-	5.95	10.45	3.99	10.99
Guerilla Wars	6.24	10.94	5.95	10.95	5.99	10.99
Gunship (Apache)	6.94	9.94	10.95	13.45	10.99	13.99
Hawkeye	-	-	6.95	9.95	-	-
Heroes Of The Lance	-	-	-	18.95	-	-
History-In-The-Making	18.94	22.44	18.95	22.45	18.99	22.49
Impos. Mission-2	6.94	11.94	7.45	11.95	7.49	11.99
Inc Shrinking Sphere	6.94	10.94	6.95	10.95	6.99	10.99
In Crowd (Ocean)	8.94	-	8.95	12.95	8.95	-
Ingrid's Back (Gnome-2)	10.44	10.94	10.45	10.95	10.49	10.99
Intensity	5.34	9.94	6.95	9.95	-	-
Iron Lord	6.94	11.94	7.45	11.95	6.99	11.99
Karate Ace	9.94	11.94	9.90	11.95	9.99	11.99
Karnov	3.94	-	3.95	9.95	3.99	9.99
Kidsplay	3.94	-	3.95	-	3.99	-
Knight Orc	4.94	-	4.95	-	4.99	-
Knightmare	3.94	-	3.95	8.95	3.99	8.99
Konami Arcade Collection	7.44	13.94	7.45	13.95	7.49	13.99
L.E.D. Storm	6.94	9.94	7.45	11.95	7.49	11.99
Last Duel	6.94	10.94	7.45	11.95	7.49	11.99
Lancelot	10.44	14.94	10.45	10.95	10.49	14.99
Last Ninja-2	8.44	-	8.95	10.95	8.99	10.99
Lazer Squad	6.94	10.94	6.95	10.95	6.99	10.99
Lazer Tag	3.94	-	3.95	-	3.99	-
Leaderboard Coll.	11.94	13.94	11.95	14.95	11.95	14.99
Live & Let Die	6.94	10.94	6.95	9.95	6.99	10.99
Magnificent 7	7.44	12.94	7.45	13.95	7.49	13.99
Mega Games Vol. 1	9.94	11.94	9.95	11.95	9.99	11.99
Mickey Mouse	5.94	10.94	7.45	12.45	7.49	12.49
Microprose Soccer	-	-	10.95	13.95	-	-
Mike Read Pop Quiz	5.94	10.44	7.45	11.95	7.49	11.99
Motor Massacre	5.94	10.44	7.45	11.95	7.49	11.99
Muncher (T. Wrecks)	5.94	10.44	7.45	11.95	7.49	11.99
N. Mansell G.P.	6.94	11.94	7.45	10.95	7.49	11.99
Navcom 6	-	-	6.95	9.95	-	-
Netherworld	5.94	10.94	7.45	11.95	7.49	11.99
Night Raider	7.44	11.94	7.45	11.95	7.49	11.99
Operation Wolf	6.24	10.94	6.95	10.95	6.99	10.99
Outrun/US Edition	6.94	10.94	7.45	11.95	7.49	11.99
Outrun	6.94	10.44	7.45	11.95	7.49	11.99
Overlander	5.54	9.94	6.95	9.45	6.99	10.99
P. Beardsley F'ball	5.94	-	6.45	9.95	6.49	9.99
Pac-Mania	6.24	10.94	6.95	10.95	6.99	10.99
Pepsi/Mad Mix Game	5.94	9.44	5.95	9.45	5.99	9.49
PHM Pegasus	6.44	11.94	6.95	11.95	5.99	11.99
Pool of Radiance	-	-	11.95	18.95	-	-
Proj. Stealth Fighter	6.94	10.94	9.95	13.95	9.99	13.99
Question Of Sport	10.94	13.94	10.95	13.95	10.99	13.99
R-Type	6.94	-	6.95	10.95	6.99	10.99
Rex	6.44	10.94	7.45	11.95	7.49	11.99
Rocket Ranger	-	-	-	10.95	-	-
Rambo-3	6.24	10.94	6.95	10.95	6.99	10.99
Rampage	2.94	-	2.95	9.95	2.99	9.99
Red Storm Rising	-	-	10.45	13.95	-	-
Return Of Jedi	6.94	10.94	6.95	10.95	6.99	10.99
Ring Wars	6.94	10.94	6.95	10.95	6.99	10.99
Roadblasters	6.94	10.44	7.45	11.95	7.49	11.99
Robocop	6.24	10.94	6.95	10.95	6.99	10.99
Rolling Thunder	4.94	9.94	4.95	9.95	4.99	9.99
Roy Of The Rovers	5.94	10.44	7.45	11.95	7.49	11.99
Rygar	4.94	9.94	4.95	9.95	4.99	9.99
S.D.I.	6.94	-	6.95	10.95	6.99	10.99
Storm Lord	5.94	10.44	7.45	11.95	7.49	11.99
Salamander	5.44	10.94	6.45	9.95	6.49	10.99
Samurai (M'prose)	-	-	10.95	13.95	-	-
Samurai Warrior	5.44	9.44	6.25	9.45	6.29	10.49
Savage	6.24	-	6.95	9.95	6.29	10.99
Scrabble DeLuxe +	8.94	12.94	8.95	12.95	-	12.99
Side-Arms	4.94	11.94	4.95	10.99	4.99	11.99
Six Pack-3	6.94	-	6.95	10.95	6.99	10.99
Skate Crazy	5.94	10.44	7.45	11.95	7.49	11.99
Skate Or Die	6.94	11.94	7.45	11.95	7.49	11.99
Soldier Of Fortune	5.44	9.44	6.95	9.45	-	-
Space Ace	11.44	13.94	11.45	13.95	11.49	13.99
Spitting Image (New)	6.94	10.94	6.95	10.95	6.99	10.99
Sports World '88	-	-	9.95	12.95	-	-
Star Trek	-	-	6.95	9.95	6.99	10.99
Street Sport Soccer	-	-	7.45	11.95	-	-
Summer Olympiad	6.94	10.44	6.95	10.45	-	-
Summertime Special	7.94	-	7.95	-	7.99	-
Supersports (Alt. Olymp)	5.94	10.44	7.45	11.95	7.49	11.99
Supreme Challenge	8.44	12.44	8.45	12.45	8.49	12.49
Taito Coin-Op Hits	8.94	12.94	8.95	12.95	8.99	12.99
Techno Cop	5.94	10.44	7.45	11.95	7.49	11.99
Ten Gt. Games-3 (Or 2)	9.94	11.94	9.95	11.95	9.99	11.99
Terrorpods	6.94	10.94	6.95	10.95	-	-
Test Drive	6.94	11.94	7.45	11.95	7.49	11.99
The Deep	6.94	9.94	7.45	11.45	7.49	11.49
The Train	6.94	11.94	7.45	11.95	7.49	11.99
They Sold A Million-4	6.94	10.94	6.95	10.95	6.99	10.99
Thunderblade	6.24	10.44	6.95	11.95	6.99	11.99
Tiger Road	6.94	10.44	7.45	11.95	7.49	11.99
Times Of Lore	6.94	10.94	6.95	10.95	6.99	10.99
Top Ten Collection	6.94	9.94	6.95	10.95	6.99	10.49
Total Eclipse	6.94	10.94	6.95	10.95	6.99	10.99
Track Suit Mgr	6.44	-	6.45	-	6.99	-
Typhoon	6.24	10.94	6.95	10.95	5.99	10.99
Ultimate Soccer	5.94	10.44	7.45	11.95	7.49	11.99
Untouchables	6.24	10.94	6.95	10.95	10.99	
Victory Road	6.24	10.94	6.95	10.95	6.99	10.99
Vindicator	5.44	10.94	6.25	10.95	6.29	10.99
Virus	4.94	9.94	-	-	-	-
W.E.C. Le Mans	6.24	10.94	6.95	10.95	6.99	10.99
War In Middle Earth	6.44	-	6.45	-	6.49	-
We Are Champions	6.94	13.44	6.95	13.45	6.99	13.49
Whirligig	6.24	9.94	6.95	9.95	6.99	10.99

16-BIT	ST	AMIG	IBM
1943	14.90	18.95	-
4 (Pro) Soccer Simulator	13.90	13.95	14.99
4x4 Off-Road	-	18.95	19.99
Advanced Rugby Sim	13.90	13.95	-
Afterburner	13.90	13.95	-
Airborne Ranger	16.90	18.95	17.99
Alien Syndrome	13.90	16.95	-
Baal	13.90	16.95	-
Ballistix	13.90	13.95	-
Battle Hawks 1942	14.90	17.95	18.99
Blasteroids	13.90	16.95	-
Barbarian-2	13.90	13.95	-
B. Tale-2 (or 1)	16.90	16.95	19.99
Batman (New)	13.90	14.95	14.99
Better Dead Than Alien	13.90	13.95	-
Beyond Ice Pal.	13.90	16.95	-
Bobby Yazz Show	13.90	13.95	14.99
Bombuzal	16.90	16.95	-
Butcher Hill	14.90	14.95	-
Captain Fizz	10.90	10.95	-
Cosmic Pirates	13.90	13.95	-
California Games	14.90	16.95	-
Captain Blood	16.90	16.95	17.99
Carrier Command	16.90	16.95	17.99
Champ. Cricket	10.40	10.45	-
Chrono Quest	20.90	20.95	-
Corruption	16.90	16.95	17.99
Crazy Cars-2	13.90	16.95	14.99
Cybernoid-1 (Or 1)	14.90	14.95	-
Deep, The	14.90	14.95	-
Dragons Lair	-	30.95	-
Dream Zone	16.90	16.95	17.99
Damocles	16.90	16.95	-
D. T'pson. Olym. C.	16.90	16.95	14.99
Double Dragon	13.90	13.95	17.99
Driller	16.90	16.95	17.99
Dungeon Master	16.90	16.95	-
Echelon	-	18.95	19.99
Eliminator	14.90	14.95	-
Elite	16.90	16.95	-
Empire Strikes Back	13.90	13.95	-
Exolon	14.90	14.95	-
F-16 Combat Pilot	16.90	-	17.99
Fed. Of Free Traders	21.90	21.95	-
Fernandez Must Die	16.90	16.95	-
Ferrari Formula I	16.90	16.95	19.99
Fish	16.90	16.95	-
Flight Sim-2	28.90	28.95	34.99
Football Director-2	13.90	13.95	14.99
Football Manager-2	13.90	14.95	13.99
Fusion	18.90	18.95	-
Gold Hits 1 (Amiga)	-	18.95	-
Grandprix Circuit	17.90	17.95	18.99
Galdregons Domain	14.90	-	-
Games Summer Edition	14.90	18.95	15.99
Games, Winter Edition	14.90	18.95	-
Ghost & Goblins	13.90	16.95	-
Guerilla Wars	13.90	16.95	14.99
Gunship	13.90	16.95	27.99
Helter Skelter	10.40	10.45	-
Heroes Of The Lance	16.90	18.95	19.99
Hostages	16.90	18.95	17.99
Hotball	16.90	16.95	-
Inc. Shrinking Sphere	13.90	16.95	-
Krystal, The	19.90	19.95	-
Human Killing Machine	14.90	14.95	15.99
IK +	13.90	16.95	-
Ingrid's Back	13.90	13.95	14.99
Int. Soccer	13.90	13.95	-
Iron Lord	18.90	18.95	19.99
Joan of Arc	14.90	14.95	15.99
Lancelot	13.90	13.95	14.99
Leaderboard/Birdie	14.90	18.95	15.99
Legend of Black Silver	14.90	14.95	15.99
L. Suit Larry II	19.90	19.95	20.99
Leisure Suit Larry	13.90	13.95	14.99
Live & Let Die	13.90	16.95	-
Lombard RAC Rally	16.90	16.95	-
Manhattan Dealers	13.90	16.95	17.99
Manhunter New York	19.90	19.95	20.99
Menace	13.90	13.99	-
Motor Massacre	14.90	14.95	-
Nebulus	14.90	14.95	15.99
Nigel Mansell GP	16.90	16.95	-
Night Raider	14.90	18.95	18.99
Outrun/US Edition	14.90	14.95	-
Operation Wolf	13.90	16.95	14.99
Outrun	14.90	14.95	-
P. Beardsley F'ball	13.90	13.95	-
Pacmania	13.90	13.95	-
Paperboy	13.90	16.95	-
Pool of Radiance	18.90	18.95	19.99
Powerdrome	18.90	18.95	-
President is Missing	16.90	16.95	17.99
Puffy's Saga	14.90	14.95	-
R-Type	13.90	14.95	-
Rambo-3	13.90	16.95	14.99
Return Of Jedi	13.90	13.95	-
Roadblasters	14.90	18.95	-
Robocop	13.90	16.95	14.99
Rocket Ranger	19.90	19.95	-
Roger Rabbit	-	16.95	17.99
Rugby League Boss	10.90	10.95	-
SDI (Activision)	13.90	-	-
Skate Or Die	16.90	16.95	18.99
Sky Chase	13.90	13.95	-
Scruit	16.90	-	-
St. Fighter + Bionic Com.	17.90	17.95	-
Space Harrier 2 (Or 1)	13.90	16.95	-
Space Racer	13.90	13.95	17.99
Speedball	16.90	16.95	17.99
Star Glider-2	15.90	15.95	16.99
Super Hang On	13.90	16.95	-
T.V. Football	19.90	19.95	-
Test Drive	18.90	18.95	19.99
Thunderblade	14.90	18.95	15.99
Tiger Road	14.90	18.95	19.99
Times Of Lore	16.90	16.95	17.99
Tracksuit Manager	13.90	13.95	16.99
Typhoon	13.90	16.95	-
Ultima-5 (or 4)	20.90	20.95	21.99
Ultima-5 (or 4)	20.90	20.95	21.99
Ultimate Golf	14.90	14.95	15.99
Victory Road	13.90	16.95	14.99
Willow	16.90	16.95	17.99
Zack McKracken	14.90	18.95	19.99
W.E.C. Le-Mans	13.90	16.95	-
War in Middle Earth	16.90	16.95	17.99

SEGA	
Sega System	79.95
Sega System +	99.95
Sega Joystick	13.95
Sega Lightphaser	42.95
Sega 3D Glasses	37.95
Afterburner	23.95
Alex Kidd-2	23.95
Alien Syndrome	23.95
Blade Eagle 3D	23.95
Choplifter	18.95
Fantasy Zone-2	23.95
Gangster Town	18.95
Global Defence	18.95
Great Basketball	18.95
Great Golf	18.95
Great Volleyball	18.95
Kenseiden	23.95
Maze Hunt 3D	23.95
Missile Defence	23.95
Monopoly	28.95
Ninja	18.95
Outrun	23.95
Penguin Land	18.95
Phantasy Star	38.95
Quartet	18.95
Rocky	23.95
Secret Command	18.95
Shinobi	23.95
Space Harrier	23.95
Thunderblade	23.95
Wonderboy-2	23.95
World Soccer	18.95
Zillion-2	18.95
Rambo	24.95
R-Type	28.95
Galaxius	24.95

Jsticks. Add ons Etc.	
10x3½" Disks	5.99
10x3½" Disks	9.99
10x3" Disks	24.99
10xC-15 Cass	3.99
Cruiser Joystick +	9.49
Cruiser + AF	12.49
Delta Joystick	9.49
Cheetah Challenger	4.79
Cheetah 125	6.99
Cheetah Mach 1	10.49
C Pro 5000 Extra	14.99
Euromax Prof	15.99
Euromax Prof (+ AF)	17.99
Konix Megablaster	6.49
Konix S'king + Game	9.99
Konix S'king (+ AF)	11.99
Amsoft JY2	12.99
Quickshot II	7.99
Quickshot II Turbo	12.99
Konix Navigator	13.99
Konix-IBM + card	29.99
Kempston Interfaces	7.99
Dualport Interface	11.99
+ 2/3 + 3-7 stick Adap	3.99
+ 3 Recorder Lead	3.99
Amst. Recorder Lead	3.99
4 Player Adap (128k)	5.99
Multiface 128	42.99
Multiface 3	43.99
Multiface 3 (dsk)	44.99
Action Replay Mk 4	32.99
Amst. TV Modulator	17.99
Data Recorder Spk+	19.99
Cent. Printer Lead	9.99
Rambo	24.95
R-Type	28.95
Galaxius	24.95

Cheque/PO/£draft/cash payable to: Holmesoft
UK P&P inc (Rec deliv: 50p)
Europe add 75p per item
Elsewhere £1.50 (Airmail)

UNLISTED ITEMS
20% off Full Price Soft ware
10% off Budget Games
5% off Nint endo & Add-Ons

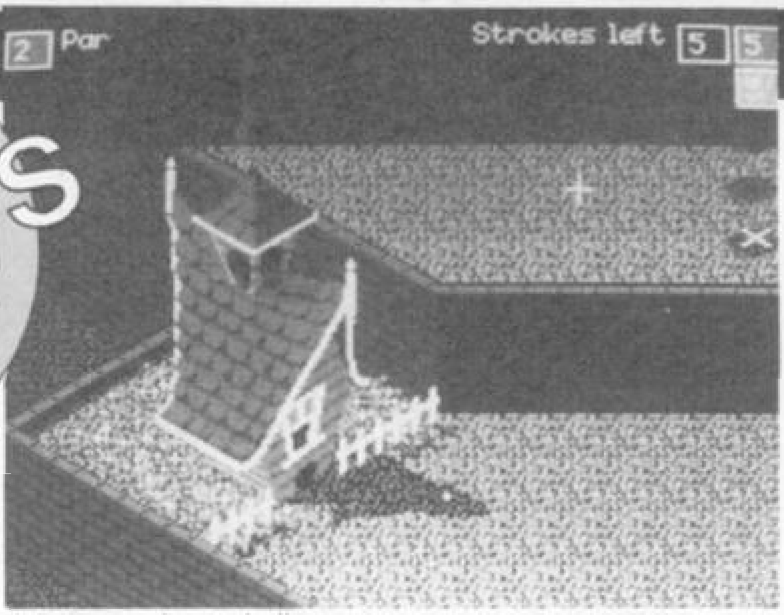
Stock items usually by return

Note
Forthcoming releases will be sent on day of release

SAE for software/hardware lists.

ZANY GOLF

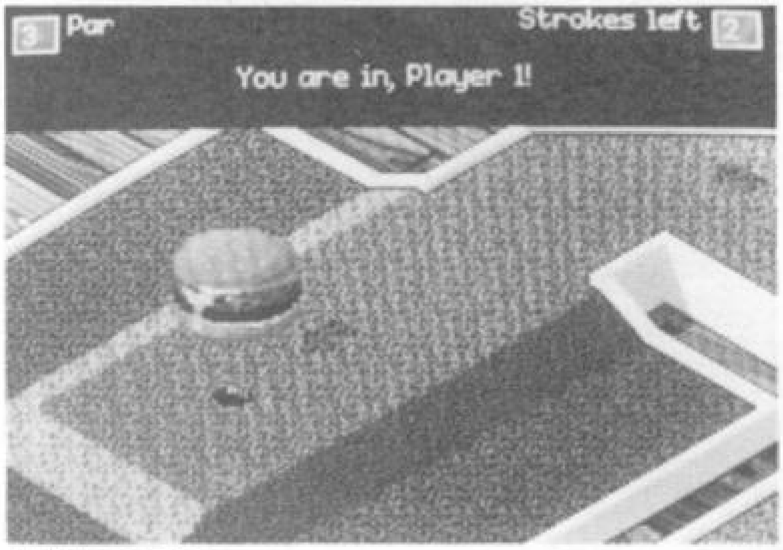
► **SUPPLIER: ELECTRONIC ARTS.**
► **PRICE: ST/AMIGA/PC £24.95.**
► **REVIEWER: PAUL GLANCEY.**



▲ *Putting on the windmill.*

Being of feeble frame, I've never been one for participation in strenuous sporting events. But one place where my athletic prowess ranks alongside the greatest, is on the Crazy Golf course. However, in all my years of touring from Tynemouth to Blackpool, I've never seen a course as thoroughly crazy and downright fun to play as the ones in this game.

As its name suggests, *Zany Golf* is a step up from merely crazy, and features nine scrolling holes populated with such delights as bouncing quarter-pounders with a ketchup bumper, magic castles, pintables, force-shielded computers with laser guns and even uphill greens which have to be negotiated by blowing the ball along with electric fans! Amongst these oddities, the programmers have still found room for the good old windmill which appears on the same hole as the equally familiar lighthouse.



You are in, Player 1!

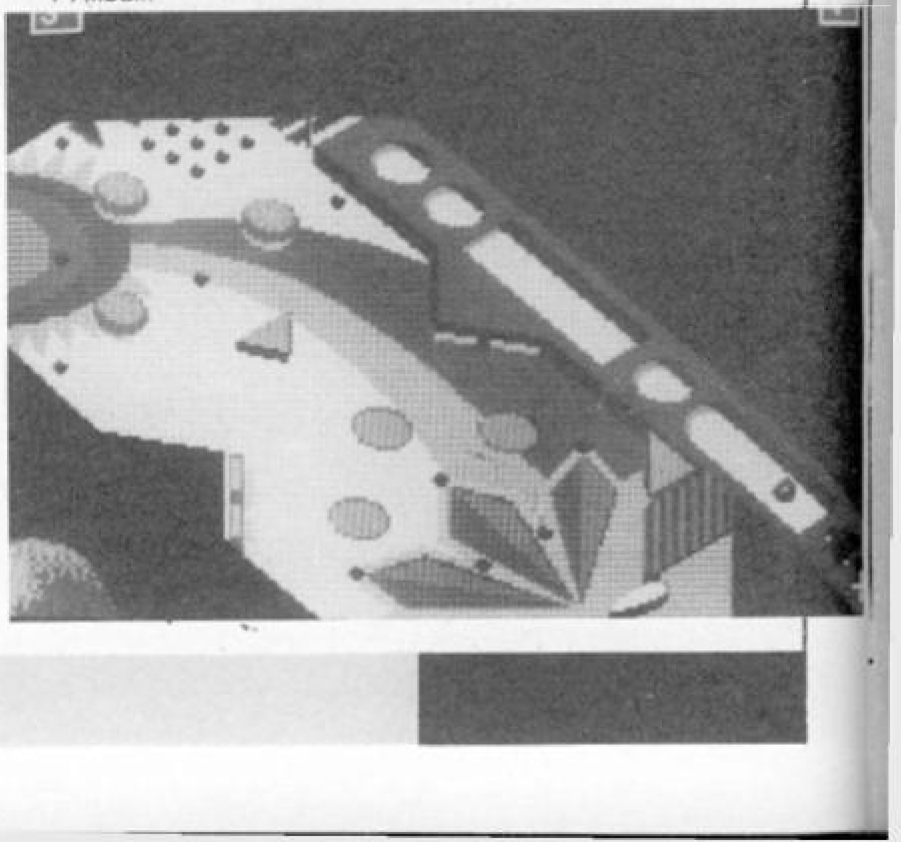
▲ *It's burger time.*

After being shown a plan of each hole, your ball (and those of up to three other players) starts on the tee, ready to putt. By clicking the mouse button and holding it, you stretch a line out from the ball which represents the strength and direction of the putt. The standard laws of physics apply concerning rebounds and momentum, but the ball does seem to travel a little too far when it looks like it should stop.

You get a set quota of spare shots for every game and every putt over each hole's par is subtracted from that quota. You can gain bonus shots by finishing a hole under par, or completing stunt shots or, when the opportunity arises, hitting a fairy which appears on the green, and finishing a hole under a time limit.

The graphics throughout the game show a remarkable attention to detail and have obviously had hours of work spent over them all, from the stylish title screens and introductory sequences to the beautifully drawn and animated course scenery.

▼ *Pinball!*



The only fault I could possibly pick (with the ST version, anyway) is the slightly jerky scrolling which appears when the ball puts on a burst of speed.

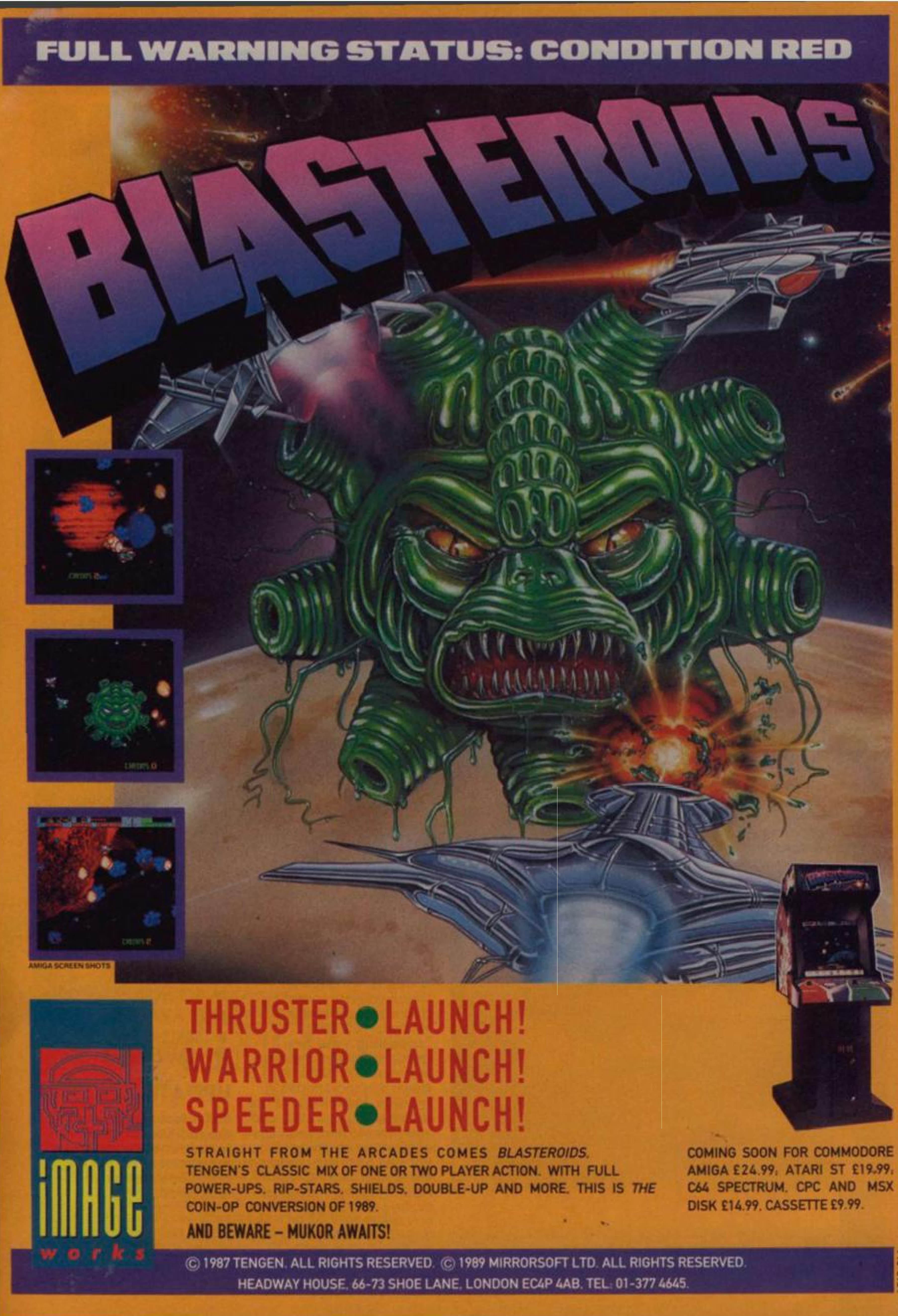
Each course has its own musical accompaniment, which usually takes the form of wacky fairground-style tunes. They're all very good, but they do tend to grind on a bit, which becomes irritating when you're trying to sink that crucial putt.

But I don't want to put *Zany Golf* down with such petty quibbles when it is a game deserving much praise. Play is such an enjoyable combination of luck and skill (with a bit of frustration thrown in for good measure) that you'll be coming back to it for ages. If alien blasting isn't your thing, rush out and buy this now – I'm sure you won't be disappointed.

ST	
► GRAPHICS	92%
► SOUND	60%
► PLAYABILITY	82%
► VALUE	80%
► **OVERALL**	**81%**

UPDATE . . .

The screenshots we've seen make the EGA PC version look exactly the same as the ST game with one or two colour changes, but the Amiga version should be something of an improvement, with smoother scrolling and better music making a great game even better.



FULL WARNING STATUS: CONDITION RED

BLASTEROIDS

AMIGA SCREEN SHOTS

THRUSTER • LAUNCH!
WARRIOR • LAUNCH!
SPEEDER • LAUNCH!

STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*. TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE. THIS IS *THE* COIN-OP CONVERSION OF 1989.

AND BEWARE – MUKOR AWAITS!

COMING SOON FOR COMMODORE AMIGA £24.99, ATARI ST £19.99, C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.

image
works

© 1987 TENGEN. ALL RIGHTS RESERVED. © 1989 MIRRORSOFT LTD. ALL RIGHTS RESERVED.
HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB. TEL.: 01-377 4645.

LEAF-BLA

WILLOW

► SUPPLIER: MINDSCAPE.
► PRICE: C64 DISK £14.99, AMIGA/ST/PC £24.99.
► REVIEWER: PAUL GLANCEY.

Willow Ufgood, the nicest Nelwyn in town, has a bit of a problem with a enchanted child he found in the river one day. Elora Danan, as she's called, is destined to spell doom for local witch queen, Bavmorda, and so Bavmorda has despatched her army to hunt her down and bring her back. Now he has pledged to protect the child, Willow has no choice but get involved in the rebellion against Bavmorda's tyranny, which leads him and his rebel compatriots through seven sub-exploits.

Each section can be played in sequence, as a quest, or you can choose to practice any of the seven separately.

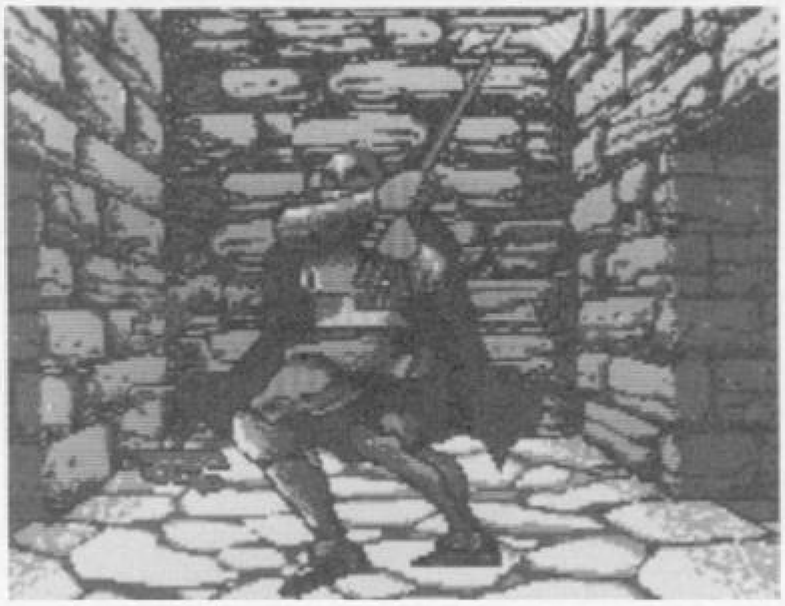
First up is a run through the dungeons with virtuous midwife, Ethna. This takes the form of a 3D maze, the screen showing a view of each dungeon, with exits leading in any of four directions. Dawdle over choosing your exit and one of Bavmorda's knights appears and carts you off to the nearest cell. Similarly, if you make a wrong move and walk into a cell, you are given no chance to escape, and the door closes behind you. So it's back to the start for another go. Oh, well . . .

In the next section, Willow has to go through woods teeming with soldiers and Death Dogs, armed only with three magic acorns which turn anything they hit to stone. This has to be about the weakest subgame, featuring garish graphics, jerky movement, very ropey collision detection and sluggish controls.

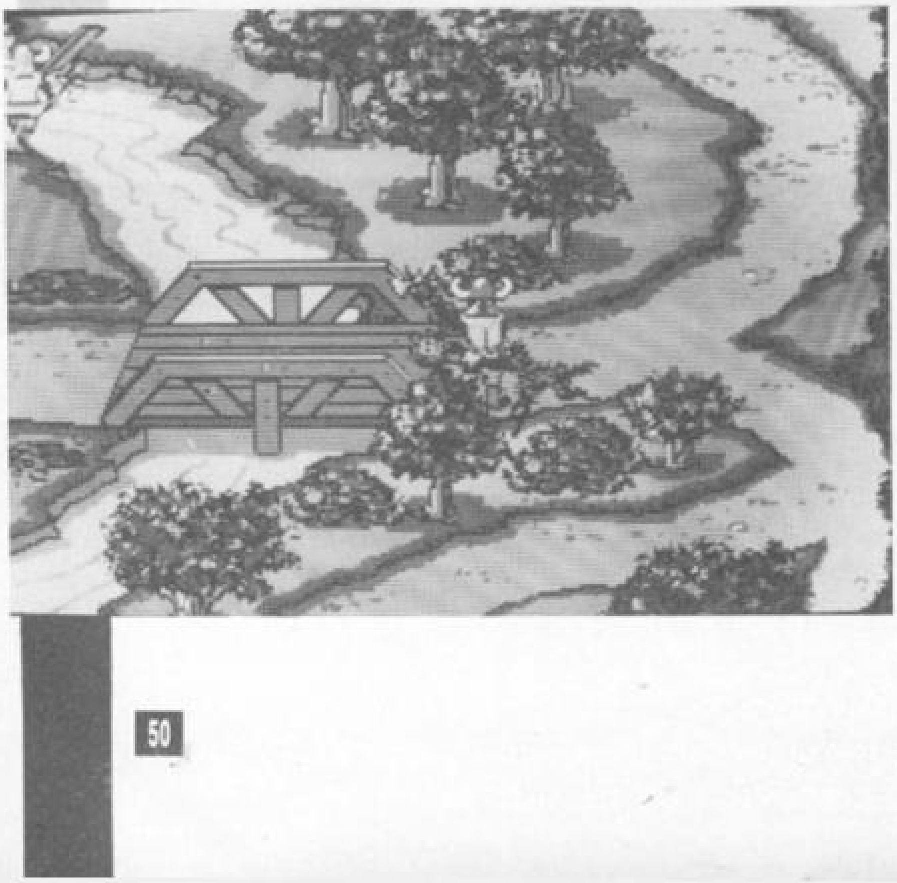
Reach the crossorads and you're faced with two cages, one holding a disgraced but basically friendly warrior, Madmartigan, and the other holding Death. Using your skill, judgement and a tossed coin you have to choose a cage to open. Why bother?

Aged sorceress Fin Raziel has fallen victim to Bavmorda's magic and if you want to recruit her in the next stage you have to change her from a possum back to a human. You do this in three stages by picking sets of three tunes from a panel of 13.

▼ *Ooops! Ethna gets collared in the dungeons!*



▼ *Willow falls foul of the denizens of Nockmaar Woods.*



A tad more exciting is the trip through the ice caves which comes next. You get a view down a tunnel which you are speeding down on a makeshift sledge. Well, I say "speeding", but the graphics give more of an impression of lurching down it in short skids. Anyway, the ice caves are in fact another maze, and you have to find your way out before you impale yourself on the icy spikes at the end of every tunnel. Adding to the challenge are the very sluggish controls, which mean you have to start a turn down a side passage approximately three "jerks" before you reach it.

The battle between General Kael and Madmartigan is next, consisting of a garish and very slow Hunchback-style run along the battlements of Nockmaar castle, followed by a jerky sword fight which seems to require little in the way of skill.

If you can get this far there is also a duel in sorcery between Bavmorda and Willow, which takes a similar form to the tune-choosing in part four.

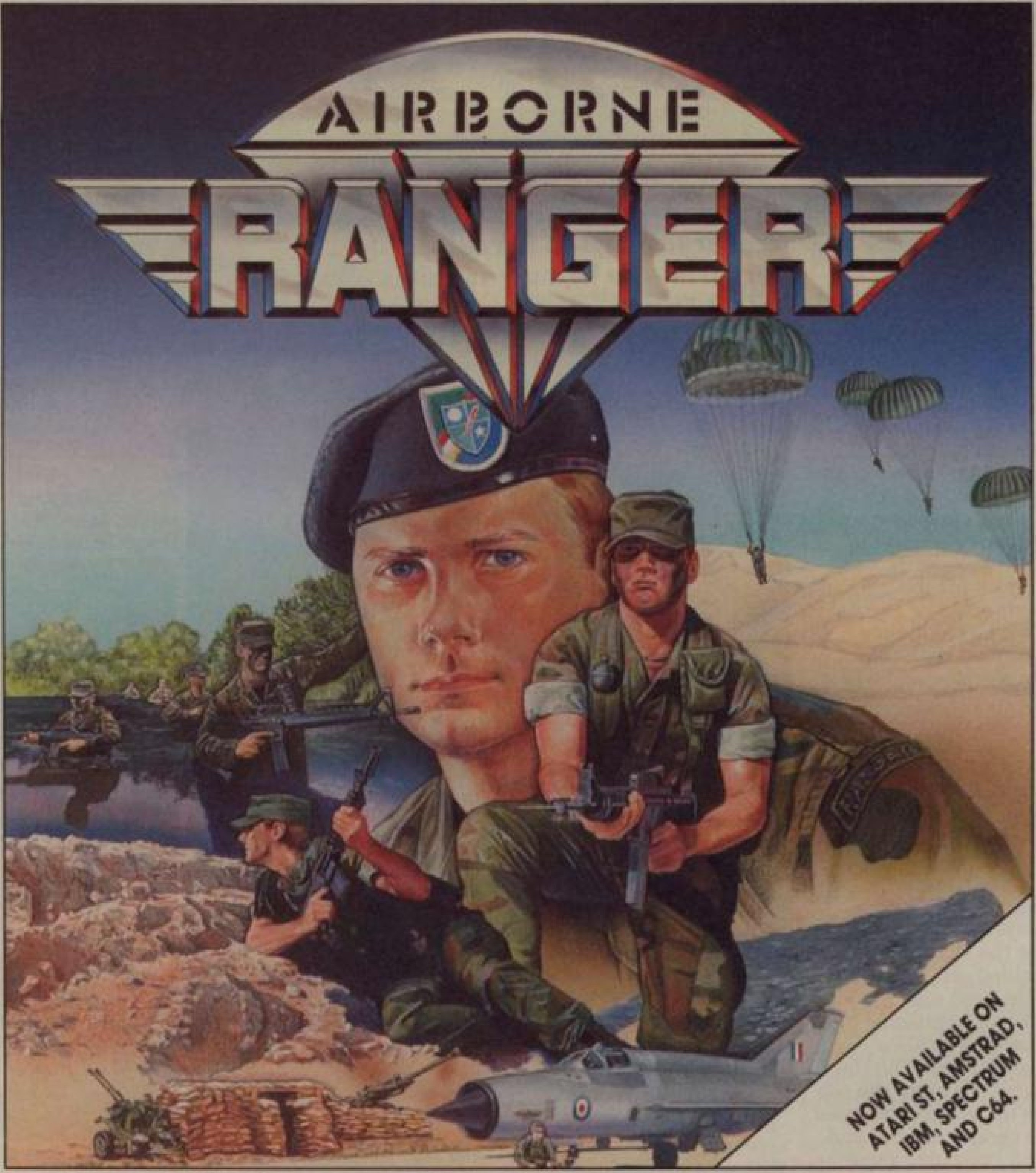
The programmers have tried to recreate the key scenes from the film with little success. There is such a dependence on luck in every part of the game (even the swordfight!) that it just isn't enjoyable to play. The practice option seems like a good idea, but because all the mazes and spells don't change until you reset the whole game, you can find the routes through the dungeons and the ice caverns (after many fruitless and tedious attempts) and then romp through them in quest mode and make the whole thing seem pointless.

AMIGA	
► GRAPHICS	49%
► SOUND	22%
► PLAYABILITY	30%
► VALUE	29%
► **OVERALL**	**33%**

UPDATE . . .

If Mindscape can't use the facilities of an Amiga to produce a good game, the chances for the PC, ST and C64 versions don't look good.

IS REAL EXCITEMENT


AIRBORNE
RANGER
NOW AVAILABLE ON ATARI ST, AMSTRAD, IBM, SPECTRUM AND C64.

PASSING YOU BY?

AIRBORNE RANGER

You are a member of the elite corps selected for your courage, ingenuity and special skills to go on the most dangerous missions. Parachute behind enemy lines armed only with a machine gun and hand grenades.

Airborne Ranger is a fast-paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Whether rescuing hostages from a terrorist prison or infiltrating the headquarters of an enemy unit, every mission takes careful planning and pinpoint execution. First drop caches of weapons and first aid supplies, outmanoeuvre the enemy, then locate the pickup zone in order to reach safety. Airborne Ranger is an exciting combination of action, danger and suspense.

Now available for your Atari ST at £24.95 and Amstrad at £14.95 cassette, £19.95 disk. Also available for Commodore 64 £14.95 cassette, £19.95 disk, Spectrum £9.95 and Spectrum +3 £14.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326

BIG Screen

Trapped on the twentieth floor of C+VG Towers, Ward R. Street battles terrorists to bring you news of all the latest films.

I hate gate crashers. Particularly the sort who invade the office Christmas party, don't bring bottles but do bring Uzis, and tell the guests to **Die Hard** (18). That's hardly festive, guys!

But these unwelcome guests are ruthless international terrorists (boo-hiss) who want six hundred million dollars for their Christmas box and if they don't get it they'll start to blow people away. The very thought gives the captives the willies . . . or rather the Willis – the only man who can help them.

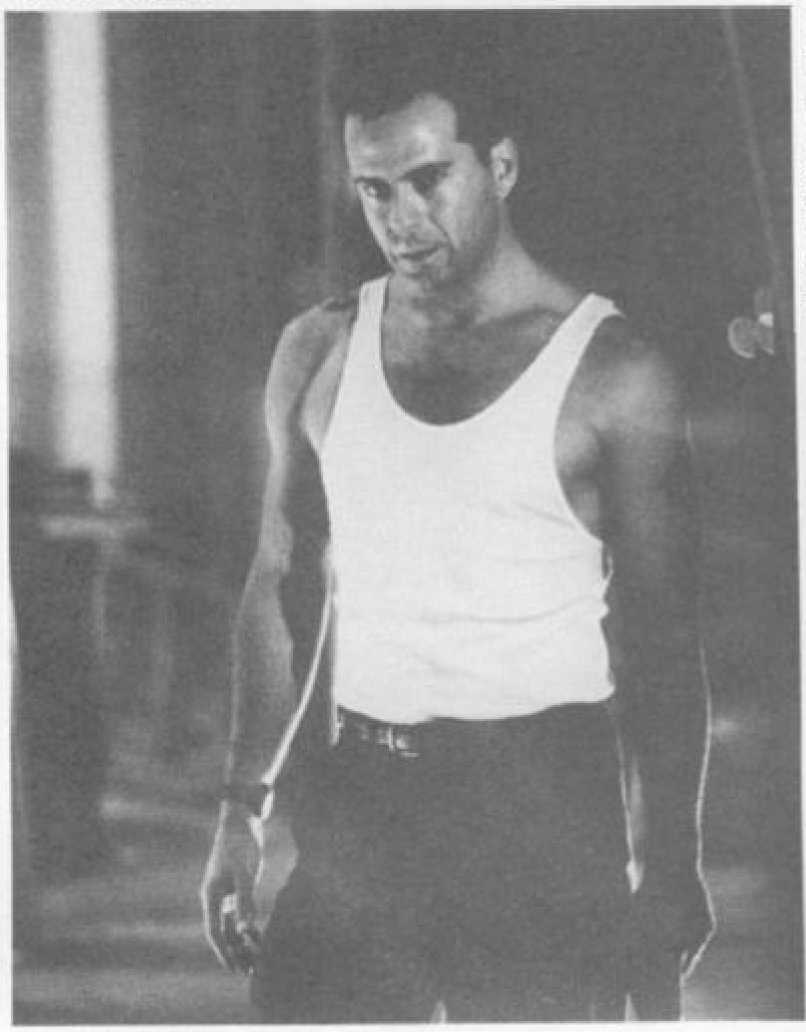
Brucie is an off-duty New York cop who's just arrived in LA to visit his estranged wife. She's taken captive while he's freshening up from his flight in the executive loo, so he remains undiscovered for a while, triggering a classic cat and mouse chase around the near empty building, as he tries to pick off the assailants.

At first he can't even make contact with the outside world – and when he does finally locate a radio there's only one policeman with the sense to believe him. So it's one man against the mob before the SWAT teams get involved and it all builds to a towering inferno of a finale.

There are those who would argue that Bruce Willis is about as versatile an actor as the skyscraper, but his lopsided grin suits his reluctant hero role, even if it's difficult to imagine him ever claiming Arnie's tough-guy crown. Die Hard never reaches quite the top floor as far as I'm concerned, but it's competent fun and there's a computer game version from Activision on the way.

I must admit that I preferred **Maniac Cop** (18) for my monthly dose of police action. It's advertising line is: 'You have the right to remain silent . . . forever!' With a hook like that you don't have to be Sherlock Holmes to tell it's a film of subtlety, wit and charm!

This ludicrous low-budget thriller is from the people who brought you Blue Jean Cop and Q – The Winged Serpent. It stars Bruce Campbell, who has suffered at the rotting hands of the Evil Dead in his time, and it combines bags of energy with a whole mess of fun.



▲ Bruce Willis is ready to die hard.

New York is terrorised by a series of brutal murders committed by a shadowy figure in a cop's uniform. When his wife becomes the psycho's next victim, Campbell is made number one suspect and arrested to help calm the public outcry. But of course he's innocent and, with the help of his girlfriend, escapes from jail to discover the true killer . . . a revelation which will scramble your brain if you were expecting logic.

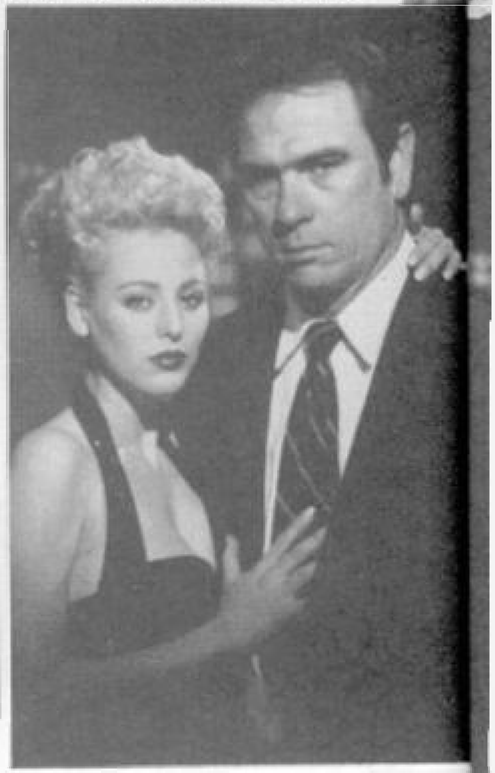
Maniac Cop keeps running with its high powered plot. Unluckily **The Dead Can't Lie** (18) but they don't move very fast either. A pity as this supernatural detective story, with faint traces of Angel Heart, is based on a promising idea.

Tought talking 'tec Eddie Mallard is down on his luck – like every other screen gumshoe – so when a client asks him to stop his wife following him, he takes the case. There's just one problem – she's dead. Or is she? When Mallard meets the beautiful spouse she sure seems flesh and blood enough for him to fall in love with.

It's a tale of double-cross, triple-cross and criss-cross – the plot weaves around like a raffia mat. But despite a good performance from stony faced Tommy Lee Jones (Stormy Monday) as Mallard and the delectable Virginia Madsen as the enigmatic missus, the story just moves too sluggishly to hold your attention.

Not so Number Five, the intelligent robot who trundles around the mean streets of the city at top speed, seeking 'input'. Yes, the cute droid is back cuasing more chaos in **Short Circuit 2** (PG) and for once the sequel is almost as much fun as the original.

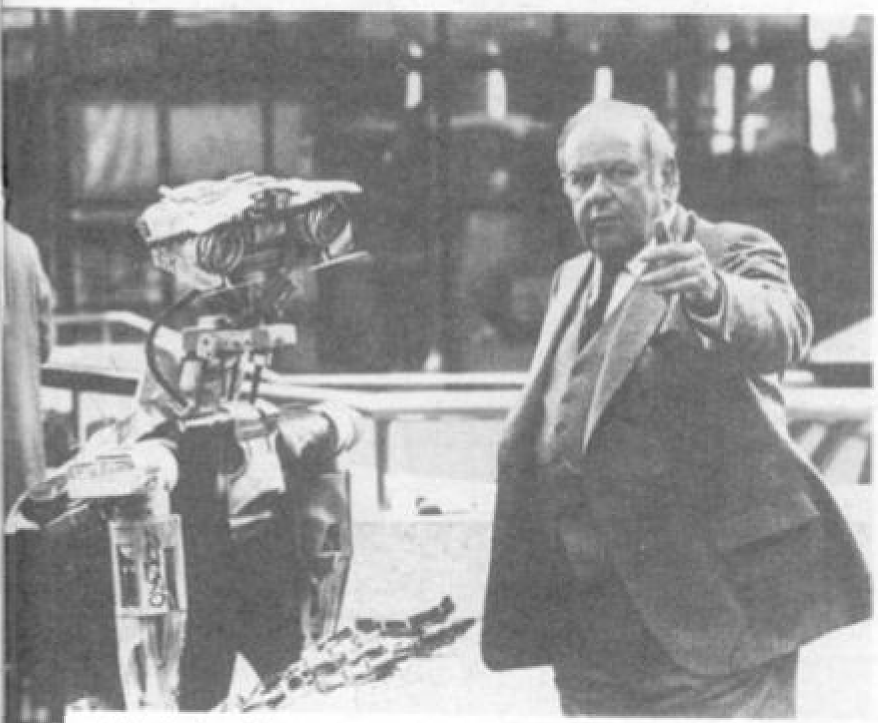
Five's creator Ben has been reduced to selling toy robots on the street but a chance encounter with Sandy, the buyer from a major department store, gets him a contract for one thousand of the models. It also wins the innocent scientist a new partner, Fred, a street-hustler who is selling fake Rolex watches from the next paving stone.



▲ The dead can't lie – or can they.

BIG Screen

Fred finds Ben a run-down warehouse to use as a factory, not realising that a pair of diamond thieves are using it to tunnel into a neighbouring bank vault – and they certainly don't want a production line invading their privacy.



▼ *No. 5 is back in short circuit 2.*

Masked raiders brandishing pick-axe handles almost persuade Ben and Fred to move out, but in the nick of time a large packing crate arrives outside the door and out rumbles Number Five, now calling himself Johnny and all ready to work, assembling the toys.

Being an inquisitive little robot he's also rather keen to investigate the city as well. But his programming doesn't include street smart and pretty soon he's joined a gang, gone hang-gliding between the skyscrapers, and finally become involved with the diamond robbers. Meanwhile mercenary Fred wants to sell him and Ben is busy trying to date Sandy.

The fast moving plot and wise-cracking script, which has more throw away gags than Kleenex, keep Short Circuit 2 as busy as a 68,000 processor in overdrive. Input amusing, as Johnny Five would undoubtedly say.

▼ *Brucey gets the girl – again.*

From cute robots to cute spirits in **Ghost Chase** (PG). A pair of would-be young film makers inherit a clock which contains the ghost of its former owner's late butler – a ghost who can lead them to a hidden fortune.

Using their special effects skills, the teenagers build the friendly phantom a puppet body, but they are not the only ones after the money, and the chase is on. With half-term approaching, this could keep your kid brother happy for an hour and a half but hard core comedy horror fans have to look elsewhere.

▲ *Yuk – titchy Arthur is back.*

They could try gazing in the direction of **Elvira – Mistress of Darkness** (15). In fact I'd strongly recommed this because the horror show hostess, who sprung to fame in Fright Night, has curves in places where most ghouls don't even have places.

The film is in the Carry On Screaming vein, full of jokes so bad they're good. But unlike those creaky old British comedies, this is almost as well made as its star is well built!

From cute robots to cute spirits in **Ghost Chase** (PG). A pair of would-be young film makers inherit a clock which contains the ghost of its former owner's late butler – a ghost who can lead them to a hidden fortune.

Using their special effects skills, the teenagers build the friendly phantom a puppet body, but they are not the only ones after the money, and the chase is on. With half-term approaching, this could keep your kid brother happy for an hour and a half but hard core comedy horror fans have to look elsewhere.

▲ *Elvira – Ward R Street's new love.*

Trying to raise money for her Las Vegas debut, Elvira receives a telegram telling of an inheritance. But when she reaches the conservative community of Fallwell she finds that her new mansion is a wreck and that the straight-laced citizens don't take too kindly to having a gothic good time gal as their neighbour.

Once she's given her new pet poodle a punk haircut she starts to try some recipes from an old book she finds in the library . . . and the results are inevitably magic. The town picnic is reduced to an orgy when the sober citizens sample her cooking, but retribution is swift as they prepare a witch hunt!

With lots of side-swipes at small town hypocrisy and some deliciously dirty puns, Elvira deserves to be big. Well, she's that already, but go see Elvira's treasure chest (of corny jokes) and let this salacious sorceress set your stake burning.

BYRITE SOFTWARE

COMMODORE £1.99 EACH OR BUY TWO GET ONE FREE

STARRION, YOGI BEAR, KORONIS RIFT, HYPABALL, MONTEZUMAS REVENGE, ICE BUSTERS, ITS A KNOCKOUT, RESCUE ON FRACTALUS, HUNCHBACK II, DROID II, COMIC BAKERY, CHAIN REACTION, WILLOW PATTERN, LITTLE COMPUTER PEOPLE, GREYFELL, ARC OF YESOD, MOUNTY ON THE RUN, LAST MOHICAN, CHALLENGE OF THE GOBOTS, GAUNTLET, DANDY, SUPERSTAR PING PONG, THROUGH THE TRAP DOOR, HIGHLANDER, MISSION OMEGA, DARK EMPIRE, KINETIK, INFODROID, TEMPLE OF APSHAI TRILOGY, ALLIGATA ACTION PACK, JSW II, BIG SLEAZE, CIPHOID 9, MOON CRESTA, TOMMAHAWK, URIDIUM, SCARY MONSTERS, SKATEROCK, ACTIVISION'S DECATHLON, MYSTERY ON THE NILE, DEADRINGER, MOUNTIE MICKS DEATHRIDE, FUTURE KNIGHT, DRAGON SKULL, JUMPIN JIMMY, MOON CRESTA 1999, BRIDE OF FRANKENSTEIN, NETHER EARTH, TEMPLE OF TERROR, EXPLORER, HYPER BIKER, NEOCLYPS, KILLER RING, DEATHSCAPE, DOUBLE TAKE, MAGIC MADNESS, YABBA DABBA DO, BULLDOG, SHADOW SKIMMER, THANTOS, EGALES, DEACTIVATORS, BOBBY BEARING, AGENT ORANGE, ESCAPE FROM PARADISE, ON THE TILES, HYBRID, STRATTON, DOGFIGHT 2187, DAVY, KENO, COMET GAME, WAY OF THE EXPLODING FIST, FIFTH QUADRANT, WIBSTARS, MURDER OF MIAMI, MAX HEADROOM, ENIGMA FORCE, LORDS OF MIDNIGHT, PYSTRON (PLEASE CHOOSE ALTERNATIVE GAMES TO AVOID DISAPPOINTMENT)

COMMODORE £2.99 EACH

INTERNATIONAL SOCCER CASS, ACTION FORCE, RAID 2000, FALCON RENEGADE, SUPERSPRINT, JAILBREAK, GAMESTAR BASKETBALL, UNBELIEVABLE ULTIMATE, ZNAPS, DRAGONS LAIR, CAPTAIN AMERICA, GALACTIC GAMES, NORTHSTAR, AVENGER, DIAMOND, A.T.F., QUARTER, SIDEWIZE, RYGAR, CHAMPIONSHIP SPRINT, IMPLOSION, MANIC MINOR, JETSET WILLY II, TWIN PACK, GOTHIC, MAGNERTRON, FLYING SHARK, ANDY CAPP, TETRIS, PANDORA, KARNOV, SPY V SPY TRILOGY, PLATFORM PERFECTION, DECOPTOR, BIG NAME BONANZA, RAMPARTS, BLACK LAMP, DEFLECTOR, BANGKOK KNIGHTS, COLOUR OF MAGIC, LAZER TAG, TRANTOR, DARCASTLE, PANDORA, TRACKER, GAUNTLET II, BATTLE OF NORMANDY, COMBAT LEADER, BATTALION COMMANDER, FIELD OF FIRE, CHOLO, TERRAMAX, CHUBBY, CRISLE, QUEDEX, HUNTERS MOON, DELTA, STRIP POKER +, BOULDERDASH CON KIT, SENTINAL, TRACKER, MASTERS OF THE UNIVERSE, DELTA, HUNTERS MOON, QUE DEX, 10 GREAT GAMES BY GREMLIN, INDIAN JONES

COMMODORE COMPILATIONS

6 PAK VOL. 2 £3.99 INC.
INTO THE EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INTERNATIONAL KARATE, LIGHT FORCE

TRIO HIT PAC £2.99 INC
AIRWOLF 2, GREAT GURIANOS, 3DC CATABALL

AMERICAN SPORTS PACK £3.99 INC
CHAMPIONSHIP FOOTBALL, CHAMPIONSHIP BASEBALL, CHAMPIONSHIP BASKETBALL

NOW GAMES 5 £2.99 INC.
INTERNATIONAL KARATE, HACKER II, ST HASSLE, REBEL, KAT TRAP, PROHIBITION

COIN-OP CONNEXION £2.99 INC.
CRYSTAL CASTLES, EXPRESS RAIDER, METRO CROSS, BREAKTHRU

CLASSI(X) ONE £2.99 INC.
BOBBY BEARING, BRAIN BLOOD AXE, QUO VADIS, WIZARDRY, FIREQUEST

COMMODORE £1.99 EACH DISC

ARMAGEDDON MAN, SLAINE, SPIRIT OF THE STONES, BEAM RIDER, TRANSFORMERS, PITFALL, SUPERMAN, VIKINGS, CAPTURED, HYPABALL, DRUID, EMPIRE, DECATHLON, POLAR PIERRE, ANKH, GALACTIC CONTROLLER, MURDER BY THE DOZEN, STALLION, REDHAWK, MR ROBOT, WILLIAM WOBBLER, TRACER SANCTION, INFRODROID, KINETIC, ESCAPE FROM PARADISE, LIGHT FORCE, FAST FINGER, RED ARROWS, SUPERSTAR PING PONG, SUSPENDED, STARCROSS, DEADLINE, ZORK III, ZORK II, BORED OF THE RINGS

COMMODORE £2.99 EACH DISC

HITS 5, SUPER SPRINT, GAMESTAR BASKETBALL, STAR RAIDERS II, BEST OF BEYOND, RAMBO, RAMPAGE, DROID II, FIRETRACK

COMMODORE MISCELLANEOUS

SIMONS BASIC + SIMONS BASIC EXTN	£14.95
GEOS + GEOWRITE DISC	£9.95
OUT RUN CASS	4.95
AFTERBURNER CASS	4.95
TOUCH TYPE CASS	£2.99
LOGO DISC	£2.95
FASSAM ASSEMBLER/DISASSEMBLER	£2.95
SUPERBASIC CASS	£2.95
DESIGNERS PENCIL	£1.99
MONEY MANAGER DISC	£3.99
PERSONAL MONEY MANAGEMENT DISC	£3.99
COMPUTER STUDIES CASS	£2.99
EASY FILE DISC	£3.99
INTERNATIONAL SOCCER CART	£1.99
MICROCLERK 128 ONLY DISC	£19.95
MICROSCRIPT 128 ONLY DISC	£19.95
EASY STOCK DISC	£14.95
INTRO TO BASIC PART 1 + 2	£2.99
MACRO ASSEMBLER DEVELOPMENT SYS	£4.95
NEOS MOUSE CASS	£19.95
COMMODORE SOUND EXPANDER	£14.95
COMMODORE SOUND SAMPLER DISC	£14.95
DEFENDER OF THE CROWN 64 CASS	£3.99
DISC BOX HOLDS 120 5¼" DISC LOCKABLE	£6.95
10 FUJI DISC 5¼" DISC S/ADD	£5.00

COMMODORE AMIGA SOFTWARE

STARCROSS	£5.00
ZORK II	£5.00
ZORK I	£10.00
SEASTALKER	£10.00
VADERS	£3.50
FINAL TRAP	£3.50
ELF	£3.50
STOCK MARKET	£4.95
WINTER OLYMPIAD	£7.95
SECONDS OUT	£4.95

ATARI ST SOFTWARE

TRINITY	£5.00
HOLLYWOOD HI JINX	£5.00
BALLYHOO	£5.00
MIND FOREVER VOYAGING	£5.00
CUT THROATS	£5.00
SUSPECT	£5.00
MOON MIST	£5.00
PLANETFALL	£5.00
BASKETBALL	£5.00
SPELL BREAKER	£5.00
GOLDEN PATH	£5.00
KING QUEST II	£5.00
WORLD GAMES	£5.00
HACKER II	£5.00
SUPER CYCLE	£5.00
FAHRENHEIT 451	£5.00
AMAZON	£5.00
NINE PRINCES OF AMBER	£5.00
KINGS QUEST	£5.00
ULTIMA II	£5.00
THE BLACK CAULDRON	£5.00
JEWELS OF DARKNESS	£5.00
SILICON DREAMS	£5.00
CRAZY CARS	£5.00
CLASSIQUES	£5.00
DR LIVINGSTONE	£5.00
BOULDERDASH CON KIT	£5.00
ADDICTABALL	£5.00
TURBO ST	£5.00
EXTENSOR	£4.95
SUMMER OLYMPIAD	£7.95
WINTER OLYMPIAD	£7.95
STOCK MARKET	£4.95
SECONDS OUT	£4.95
ELF	£3.50
NORD AND BERT	£10.00
PLUNDERED HEARTS	£10.00
BEYOND ZORK	£10.00
LEATHER GODDESSES OF PHOBES	£10.00
HITCHHIKER GUIDE TO THE GALAXY	£10.00
ENDURO RACER	£10.00
PAINT WORKS	£10.00
INT KARATE	£10.00
WISHBRINGER	£5.00
F15 STRIKE EAGLE	£9.95

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

AVENGER, NEMESIS THE WARLOCK, ORBIX, SKY RUNNER, WEST BANK, BATTLE OF THE PLANETS, SIR FRED, SPEC GRAF, EQUINOX, REVOLUTION, POLE POSITION, TOY BIZARRE, FIGHTER PILOT, ACTION REFLEX, SAILING, FIGHTING WARRIOR, RED SCORPION, FIFTH QUADRANT, COSMIC SHOCK ABSORBER, PULSATOR, KARO TEMPLE OF TERROR, DEACTIVATORS, BRIDE OF FRANKENSTEIN, XCEL, BALL BLAZER, SKYFOX, HACKER, THE BIG SLEAZE, MOONCRESTA, KNIGHTMERE, PYRACURSE, MOONLIGHT MADNESS, KILLER RING, KINETIC, MISSION OMEGA, BIGGLES, WIBSTARS, HYBRID, 10TH FRAME, TRAXOS, DRUID II, GYRON, LORDS OF MIDNIGHT, LIFE OF HARRY, PRODIGY, THE EIDOLON, COP OUT, DARK EMPIRE, DOUBLE TAKE, KORONIS RIFT, BUBBLER, TEMPEST, TWISTER, MERMAID MADNESS, DEATHSCAPE, GREYFELL, DEADRINGER, HACKER II, NIHUST, TUJAD, MOUNTIE MICKS, DEATHRIDE, LES FLICS, IMPOSSIBLE MISSION, SPACE SHUTTLE, JERRY THE GEM, COSTA CAPERS, SLAINE (PLEASE CHOOSE ALTERNATIVE GAMES TO AVOID DISAPPOINTMENT)

SPECTRUM £2.99 EACH

DEATH OR GLORY, WINTER OLYMPIAD 88, HEADCOACH, COLOUR OF MAGIC, RAMPARTS, THING BOUNCES BACK, WINTER GAMES, CHESS MASTER, WINTER OLYMPIAD 88, DARK SCEPTRE, BLACKLAMP, IMPLOSION, JAILBREAK, NEMESIS, GUNSLINGER, T.T. RACER, CHUCKLE EGG, CROSSWIZE, VENOM STRIKES BACK, STRIP POKER II, JSW 2/MANIC MINOR TWIN PACK, GALACTIC GAMES, QUADCALAMAL, LAZER TAG, TELADON, CHAMPIONSHIP SPRINT, FALCON RENEGADE LORD, CAPTAIN AMERICA, HYSTERIA, INTERNATIONAL LORD, CAPTAIN AMERICA, HYSTERIA, INTERNATIONAL KARATE +, BLOOD VALLEY, SURVIVOR, NORTHSTAR, DRAGONS LAIR, ESCAPE FROM SINGES CASTLE, KARNOV, SUPERSPRINT, DIAMOND, BLACK MAGIC, TETRIS, SAMURI TRILOGY, GOTHIK, GEE BEE AIR RALLY, CENTURIONS, RAMPAGE, STAR RAIDERS II, MAGNERTRON, LIVING DAYLIGHTS, ZYNAPS, CHOLO, TERRAMAX, CHUBBY CRISTLE

SPECTRUM COMPILATIONS

GREMLIN COMPENDIUM 2.50 INC
SHOVE-A-SLEDGE, TIDDLY DRINKS, LUDO, SNAKES AND HAZARD'S

UNBELIEVABLE ULTIMATE £2.99

COIN-OP CONNEXION INC (CRYSTAL CASTLE, BREAKTHRU, EXPRESS RAIDER, METRO CROSS) £2.99

LUCAS FILM GAME COLLECTION INC (THE EIDOLON, RESCUE ON FRACTALUS, BALL BLAZER, KORONIS RIFT) £2.99

FUN PACK 3 INC (THE HULK, LEVITATION, TREMOR) £1.99

KIDS PLAY INC
(BOUNTY BOB, MAILSTORM, STARSTRIKE, LUNAR JETMAN, STATION, MONTY ON THE RUN, MANSPORT, NIGHT GUNNER, METABOLIS, XENO) £3.99

GAMESTAR SPORTS PACK INC
(AMERICAN FOOTBALL, BASKETBALL AND BASEBALL) £3.99

SPECTRUM GAMES ON ROM ALL £1.99 EACH

SPACE RAIDERS, PLANETOIDS, CHESS, HUNGRY HORACE, HORACE AND THE SPIDERS

SPECTRTUM EDUCATIONAL £1.99 EACH

KING ARTHURS QUEST, AZTEC, CAR JOURNEY, BALLOONING

SPECTRUM MISCELLANEOUS

ROTRONICS WAFADRIVE + 1 FREE 64K WAFA	£17.49 INC. P + P
EXTRA WAFADRIVE CARTRIDGES	
16K	£2.00 EACH
64K	£3.50 EACH
SPECTRAL WRITER (WORD PROCESSOR ON WAFA)	£3.95 EACH
BROTHER HR 10 DAISYWHEEL PRINTER INC TRACTOR FEED UNIT	£129.95 INC P + P
ALPHACOM PAPER (BLACK) 5 ROLLS	£10.95 INC P + P
TROJAN LIGHT PEN + GRAPHICS SOFTWARE (+2 ONLY)	£8.95
SPECTRUM POWER SUPPLY	£9.95

P + P 1-3 TITLES 75p 4 OR MORE £1.00
OVERSEAS ORDERS ADD £1.00 PER CASS

SPECTRUM NEW TITLES

FOOTBALL MANAGER 2	£5.95
ST FIGHTER	£5.95
ROAD BLASTERS	£5.95
WORLD CLASS LEADERBOARD	£4.95
GAUNTLET II	£4.95
HIT PAC 6 VOL 2	£3.99
WINTER OLYMPIAD 88	£3.50
STARGLYDER	£4.99

GOLDEN OLDIES

PAPER BOY	3.95
OUT RUN	4.95
STAR GLIDER	4.95
HIT PAC 6 VOL 2	3.99

P + P 1-3 titles 75p, 4 or more £1.
Overseas orders add £1.00 per cass.

BYRITE SOFTWARE

DEPT C + VG
P.O. BOX 589
LONDON
N14 6SJ
01-882 6833

VISA

NCL REPAIRS

22a Bartleet Road, Washford,
Redditch, Worcs B98 0DG
0527-510409

REPAIRS TO ALL HOME MICROS!!

- * Quote given before proceeding with repair if wished.
- * Free software with every Commodore 16, 64, 128, +4, Amstrad 464, 664, 6128, & spectrum repair
- * Guaranteed seven-day return if in the UK
- * Repair guaranteed for six months
- * Postage & packing included in the price (all returned by Trakbak and compensation fee – Secured Post).
- * All Spectrums £19.90
- * Commodore 16/64/128/+4 £35.00
- * Amstrad 464/664/6128 **FROM** £30.00
- * BBC **FROM** £30.00.
- * Commodore Amiga & Atari ST machines will be quoted before we proceed.
- ** All cheques & postal orders to be made payable to N.C.L.
- * Access payment also welcomed.

And also ex-Rental software for sale. Prices from 50p.

SAMDALE COMPUTERS LTD

"Better Than The Best of The Rest"

Credit Card Hotline **0621-742617**

RING NOW! VISA

FREE Delivery in UK *Orders Despatched in 24 hrs
Some titles which are new releases may have taken more than 24 hrs

THE LATEST SOFTWARE FOR

ATARI ST **AMIGA**

COMMODORE C64/C128

IBM PC **MSX** **SEGA**

AMSTRAD **SPECTRUM**

AT NEW LOW PRICES!

RING **0621-742617** NOW!
FOR YOUR FREE PRICE LISTS
OR SEND US A LETTER OR POSTCARD STATING YOUR NAME, ADDRESS & MACHINE TYPE.
1a Austral Way, Highfield Rise,
Althorne, Essex CM3 6DN.

This month there's a new letter answerer in town – the YOB. He's lean, he's mean, and he doesn't take any s . . . rubbish. He's also continuing C+VG's generous tradition of giving away a brilliant T-shirt for the month's best letter. So, if you're hard enough to write to the YOB, send your letters to Mailbag, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear YOB,

● Ever since I first bought your magazine way back in 1986 when I had a Spectrum, I had absolutely no hope of being a whizz kid. I didn't even know how to load a game! When I actually realised how to turn it on, I pressed the key and a whole sentence came out! It wasn't really the best computer to start on.

Anyways, I upgraded to a Commodor 64. After it broke down six times, I thought it time to carry on to an ST. I didn't really buy your magazine regularly, but all that changed.

After buying it on the off-chance, I found that it had matured from a baby magazine to a hi-tech bigger one that stood out from the rest, with such terrific features such as Fax, arcade action, glossy pages, compos and in-depth reviews. Well done on an absolutely amazing mag, and I hope it gets better.

Stewart Hopkirk,
Pinner, Middx.

YOB: Thanks for all the compliments, but I'm not sending you a T-shirt, if that's what you're after.

Dear YOB,

● When I was reading the last page but one in Feb's issue of C+VG I saw the line, "C+VG has everything a video games player could ask for". Well, I agree . . .

There isn't too much on one subject, but then again there isn't a lack of information. But I am sorry to say C+VG lacks one thing – a pen pals page. You used to have pen pals adverts in the classified parts, but what's happened to them now? I'd like to see them back in C+VG.

Robert Broughton,
Ripley, Derbyshire.

YOB: Hmmm. I tell you what. If you readers are that interested in having a pen pals section, write in and let me know. If the response is big enough, I'll start including pen pals in these here Mailbag pages – and that's a promise. I must be going soft . . .

Dear YOB,

● I've been reading C+VG for five months, and from what I see, it's very good. However, there is one big problem around which a few more problems revolve. His name is Tony Dillon.

In your December issue he reviewed *Emlyn Hughes International Soccer* and gave it 94% and ten out of ten for its graphics. I hope you are ashamed of yourself, Tony! In the screen shots a block kicks a block on a block into a block, and the caption says "and it's in". That doesn't look like ten out of ten to me.

Now off the sore points. You have an excellent mag. Fax is brilliant, and I'm glad to see that you're reviewing more Amstrad games. Julian Rignall is an ace reviewer and should be given more space.

Darren Finlay,
Wicklow, Ireland.

YOB: Well, Tony does wear glasses – perhaps he lost them that day . . . As for the Rignall beast being given more space – I think he's got far too much already!

Dear YOB,

● Wow! Gasp! I've just seen a programme called Signals, and yes, I saw Eugene Lacey on TV! It was absolutely brilliant.

I was amazed to see him on TV! The programme showed your reviews of computer games! I hope you didn't miss it – I was so amazed that I recorded it! Eugene must be proud of himself.

I don't remember, but I didn't notice you mentioning this in the Feb edition of the mag, did you?

Peter Leung,
Luton, Beds.

YOB: Yes indeed, that was our esteemed Ed on the telly – and how could we possibly miss it when Eugene was reminding us every five minutes that he was going to be a megastar. Since the programme was on, poor old Euge hasn't been able to move for autograph hunters and girlies wanting to touch his bottom. Bah!

Dear YOB,

● I felt I had to write to tell you how much I enjoy C+VG. My fave section (as I own a Sega console) is without doubt Mean Machines. How about doing a breakaway magazine of the same name featuring just consoles. I'm sure that it would prove to be very successful. If not, let's have a larger section in your magazine.

David Thompson,
Tyne and Wear.

YOB: I've just had a quiet word with young spiky Rignall, who runs the Mean Machines column, and he says there's "something rather special" planned for Mean Machines later in the year.

Dear YOB,

● I own a C64 and my friend has a Sega. Later in the year I'm going to America and would like to buy software for these two machines.

Could you advise me whether software bought in America is compatible with UK machines.

S. Cowley,
Belvedere, Kent.

YOB: Apparently, American Sega games aren't compatible with UK machines, so don't even think about buying US Sega games. As for C64 software – that's a bit dodgy, I'm afraid. Some games might work, but others won't.

Dear YOB,

● Please could you give me some information on the Atari XE. What games can I get for it, and around how much do they cost?

Ian Evans,
Llantwit Major, S. Glam.

YOB: The Atari XE is compatible with all Atari XL software – and there's a very big library out there. Most of the ROM cartridges available for the XL/XE are old arcade games, but good ones include Robotron 2084, Joust, Star Raiders and Gyruss. Other ROMs include Rescue on Fractalus,

MAIL BAG

Ballblazer, Zenji, River Raid and Montezuma's Revenge – all of which are outstanding.

Dear YOB,

● I have some tips that will improve your mag beyond all recognition:

1. More colour reviews.
2. Assign a whole page to the charts.
3. Introduce a previews section.
4. Cut down on advertisements.
5. Put a list of reviews on the contents page.

If you put all these points right, your mag will be even more perfect than perfect.

Oliver Selway,
Chilton, Bucks.

YOB. We might be seeing more colour reviews in the not-too-distant future – keep watching. I think a whole page of charts would be boring – do the rest of you agree? Who needs a preview section when we've got Fax? Cutting down on adverts would mean putting the cover price up to about five pounds – mind you, we could get rid of Garry Williams if we had no ads . . . we've already got a reviews contents page – can't you even be bothered to turn to that?

Dear YOB,

● So you've finally managed to squeeze the adventure section down to nearly nothing. This is bad, but what's worse is that the Fiend has been out of the mag for four issues. The Fiend has and always will be the best part of the mag for me, so do yourselfs and us a favour and return him to the mag, otherwise you'll incur the wrath of the Fiend!

Martin Lyons,
Belfast, N. Ireland.

YOB: I think the Fiend is a wet nelly who wears women's underwear. Still, if you can get a petition together, send it in and if you have over 1,000 names on it, we'll think about bringing him back. Maybe.

Finally, here's what you'll been waiting for – the results to the "I've got a joke for Garry" comp. I've decided to print a selection, so funny were the entries, so sit back and have a good long laugh at the great fat Williams' expense.

● Garry Williams and Eugene Lacey were running in a race. Euge ran in short bursts, while Garry ran in burst shorts.

Paul Harrison,
Kent.

Garry Williams was invited to a fancy dress party, so he went on a six-week crash diet so he could go as sumo wrestler.

D. Texeira,
25 Engr Regt, BFPO 36.

When Garry was born, his Mum was awarded a VC.

Andrew Wilson,
Bonville, Australia.

Garry Williams: You look like a famine!
Jaz: You look like the cause of one.

David Beech,
Congleton, Cheshire.

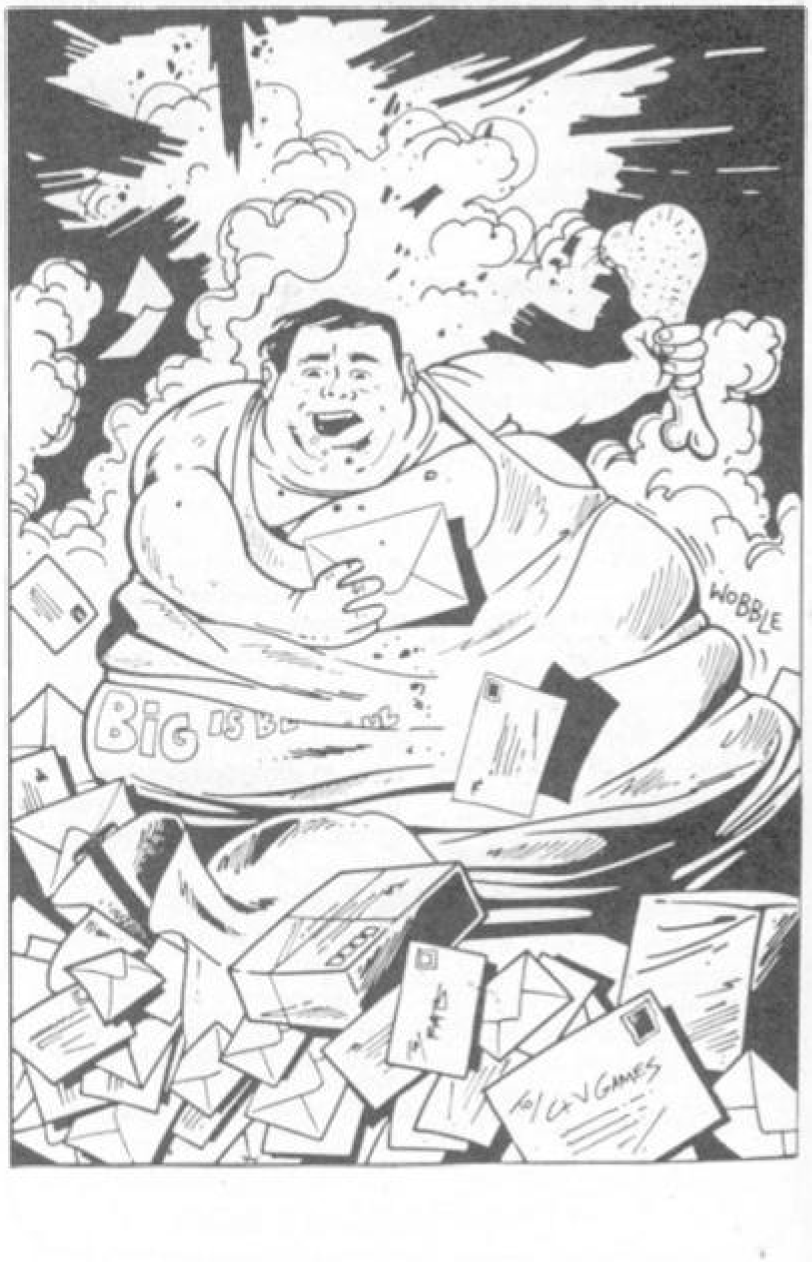
Garry Williams is so fat, he's got more chins than a Hong Kong telephone directory.

Jason Quinn,
London SW16 2UW.

What's the fastest thing on two legs? Garry Williams with a luncheon voucher.

Mike Murray,
Berkhamstead, Herts.

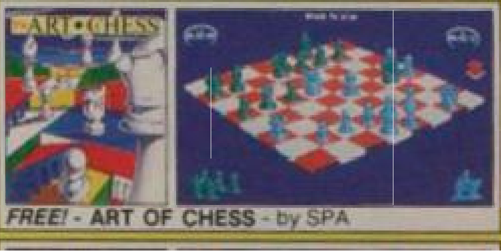
And the winner of the stonking good C + VG shirt is . . . Mike Murray! It's in the post. By the way, I did have some other jokes, but unfortunately they're unprintable – but thanks anyway to Matt Thurlow of Basildon, Essex, John Evans, Ammanford, Berks and Geoff Taylor of Inverness.

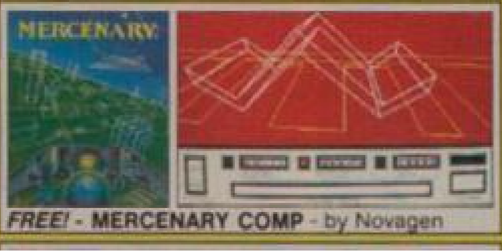


FREE! TENSTAR PACK WORTH OVER £229!

FREE! - AMEGAS - by Players

FREE! - INSANITY FIGHT - by Microdeal


FREE! - ART OF CHESS - by SPA

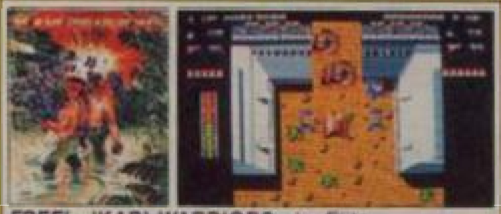

FREE! - MERCENARY COMP - by Novagen

FREE! - BARBARIAN, ULT WARRIOR - by Palace

FREE! - TERRORPODS - by Psygnosis

FREE! - BUGGY BOY - by Elite

FREE! - THUNDERCATS - by Elite


FREE! - IKARI WARRIORS - by Elite

FREE! - WIZBALL - by Ocean

Commodore AMIGA

AMIGA 500
ONLY £3.34 PER WEEK
RETURN COUPON FOR DETAILS

£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you.

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CVG 0389, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX.

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

AGM

Welcome to AGM. This month sees lot's of news, a review of DC Comics latest epic release, another exclusive C + VG PBM competition plus reviews of more FRP games. So what do you think of the new format? It doesn't matter if your views are good or bad, drop the AGM column a line to let us know and we will send a few freebies to the people with the most constructive comments.

It's a Crime, Pays

▲*It's a crime – the winners.*

The C + VG game of *It's A Crime* has finally come to an end! It was a hard fought, back-stabbing, vicious game, with diplomacy being the key factor. This said everybody had a great time and really enjoyed themselves. The results and the prizes are as follows:

Overall winner THE GODFATHER – MARK SEARING.

Mark wins one totally free game of It's A Crime, 98 free credits – worth 75p each – to spend as he wishes in any KJC Game, a year's subscription to First Class KJC's PBM magazine plus both Crime + C + VG T-shirt.

Runner Up THE CAPO – BILL LONGLEY.

Bill wins: 66 free turn credits, and a Crime and C + VG T-shirt.

Other winners: Loyal Gang Members.

HARRY BOND 12 Free Credits + Crime and C + VG T-shirt.

JAN THRESHER 6 Free Credits + Crime and C + VG T-shirt.

PAUL LEWIS 26 Free credits + Crime and C + VG T-shirt.

FRANK G. DAHNCKE 6 Free Credits + Crime and C + VG T-shirt.

ANDREW ISSACS 18 free credits + Crime and C + VG T-shirt.

DAFYDD PRITCHARD 16 free credits + Crime and C + VG T-shirt.

If any readers are interested in starting up another C + VG game of It's A Crime, KJC are willing to put up the same prizes if they get enough response. All you have to do is drop a line to KJC Games, PO Box 11, Cleveleys, Blackpool, Lancs, FY5 2UL. Your start up package, including rule book and two turns are totally free and new, totally inexperienced players are always welcome.

A wide range of PBM Games are available to C + VG readers at reduced cost. If you send a large s.a.e. to AGM at the address listed on the contents page we will be glad to send you the information.

News

The Invincible

Many years ago – when FRP was very much in it's infancy – a group of players formed a company called The Judges Guild and released a FRP supplement called The City State Of The Invincible Overlord. It received wide critical acclaim throughout the hobby and was used by GM's all over the world for years on end. However, due to the expansion of the FRP hobby, it became outdated and was superseded by various other products.

However now, American FRP giants Mayfair games, have had the whole system re-written, up-graded and re-packaged and it is back bigger and better than ever! The actual City State module itself costs £14.95 and contains everything a budding GM could want.

The beautifully designed box set contains the guide to a whole city – including a source book, city map, world map and many other unique items – and it is especially designed to fit in with any FRP system that you play – be it

WRAITH
THE RAIDER
OVERL
E. GAR
INVINCIB

▲ *Overlord – valve packed role pla*

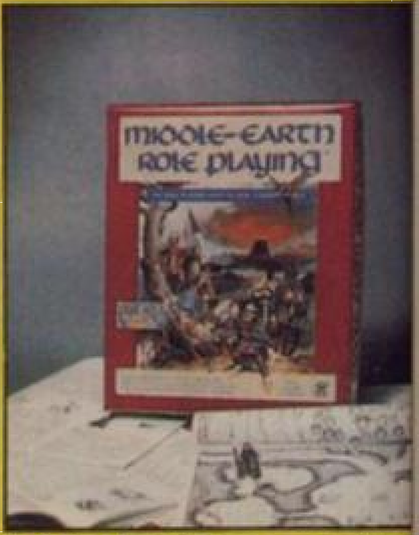
Merps Re-Release

After the enormous success Virgin/Mastertronic's *Middle Earth* computer game Iron Crown Enterprises, have decided to re-vamp and re-launch their "Middle Earth Role Playing System" (MERPS).

For the record, the MERP's role playing system is generally acknowledged to be one of the top gaming systems in existence, and although quite simple to play, it is very realistic. Furthermore, it has a tremendous amount of supportive material, which is well written and immensely entertaining.

The game itself is designed to introduce people to Fantasy Role Playing in the world of JRR Tolkien's Middle Earth. It is suitable for those who have never before played a FRP game, as well as the more experienced players who are looking for an original, easy going system.

The MERP's system contains the complete rules for handling most of the common situations that arise in FRP games plus a variety of tables that add a great deal of flavour and detail to the game, without stopping the "playability" element.



▲ *Tolkien board games – re-releas*

The game is being released in two formats; a boxed set and the solitary stand alone rule book.

The boxed edition sells for £9.95 and is beautifully packaged, as the artwork is just out of this world. For your money you receive the MERP rule book, a 32-page introductory adventure booklet, a 16-page layout booklet, a set of full colour stand up characters and the relevant dice.

e Overlord is Back

CITY-STATE OF THE
INVINCIBLE
OVERLORD
GARY GYGAX

AD + D or Warhammer Fantasy Role Play.

There is even an introductory scenario called "To catch a thief", which gives potentially new GM's an easy adventure to run, especially if it is their first time. Needless to say the adventure can be beefed up a bit if the GM is an old hand at the game.

Released alongside the main box are three separate adventures called: The Raiders Of Ironrock, The Wraith Of Derric's Deep and The Haunt. All of these adventures are superbly boxed and contain 32-page scenario booklets, full colour maps and various charts and tables. The Haunt even contains a very useful, well designed Games Master screen – which stops other players looking at your notes and cheating.

Each adventure costs a very reasonable £6.95 and are tremendous value for money. Look out for full reviews of these products in up and coming issues of C + VG. No true FRP'er should be without them!

Dungeon Master Demand!

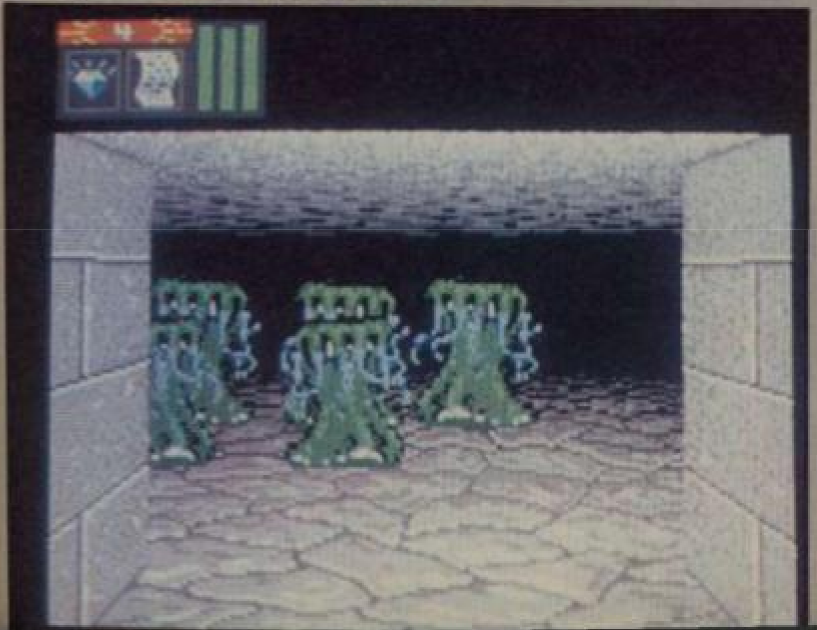
Due to the massive popularity of *Dungeon Master* – the role playing computer game which helped change the who computer market – FTL has been working both night and day to finish the new additional lower levels.

The latest news from the FTL camp is that the long awaited follow up – which is called *Chaos Strikes Back* – should be in the shops next month. Chaos adds five extra levels to the existing Dungeon Master and carries on from where the original finished off. Apart from a whole new range of fiendish traps, devilish devices and deadly monsters, the new disks will contain a feature called the portrait editor, which will allow the player to totally change the appearance of their party.

Chaos will initially be available on the Atari ST, and this time the Amiga version will not be far behind.

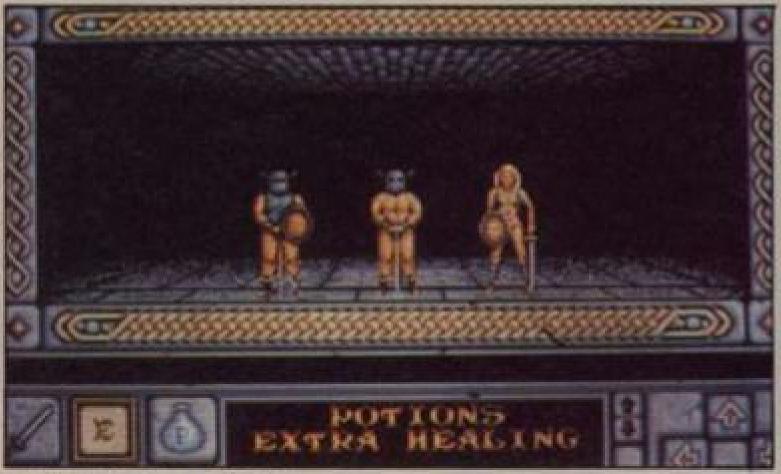
FTL are already working on *Dungeon Master II,* which is set in space and involves aliens, ray guns, space ships and interplanetary teleporters as well as other, more original Sci Fi equipment. The release date for this is anticipated to be the end of 1989.

▼ *Dungeon Master – the sequel is near.*



News

Galdregons Domain



▲ *The Warriors of Goldregon.*

Goldregons Domain casts you in the part of a devil may care barbarian. The type of hardened adventurer who will take on any challenge if the price is right.

In the city of Secnar King Rohan offers you such a challenge. Retrieve the five stones of Zator.

These magical stones have of late fallen under the control of of the evil wizard Azazael. It is Azazael's intention to use the stones to enslve mankind – only you can save the world.

This full blooded role playing game has been put together by Midlands based Pandora. It features many standards RPG details such as lists of strengths and weaknesses of other characters, the ability to question people you meet in the Ins and taverns along the way, and many special weapons like the Great Two Handed Sword of the Stone Giants and the Daggers of Quarx.

The graphics look very promising even if they do owe a slight debt to Dungeon Master. Full review next month.

The Superb Ultima

▲ *Lord British performs.*

The superb Ultima range of Role Playing Games have recently been achieving great success in Japan and America on the Nintendo system.

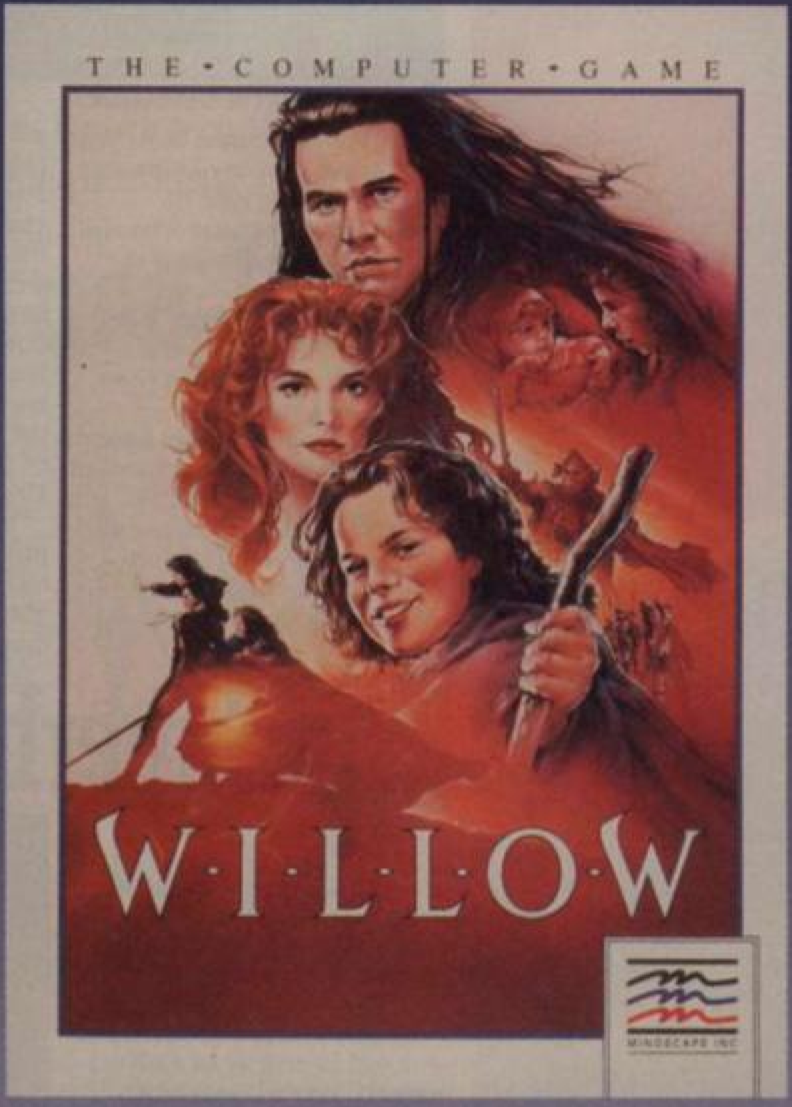
Origin's larger than life boss – Lord British as he calls himself, recently staged an Ultima play at the Consumer Electronics Show in Las Vegas to promote the new versions.

The cameo performance was staged at regular intervals throughout the show and drew large crowds to the origin stand at the show. Featuring swash buckling sword fighting, the hand of a fair maiden and a knighting ceremony starring Lord British himself it proved a great success with the show goers. The things they do to sell those RPG's. The Ultima series of games are available in the UK from Microprose.

AGM

W·I·L·L·O·W™

Enjoy it to the hilt—at home!



The castle is dark. The drafts from the open turret behind you are cold. Seated at your computer, you have entered another time. When unlikely heroes fought for the survival of all that was good. When magic was real.

You have joined the battle, not as a bystander, but as a *participant*. And you have 7 adventures to conquer. Ever fought with a sword? Been lost in a labyrinthine dungeon? Or cast a spell?

Digitalized illustrations from Lucasfilm's masterwork, plus high resolution graphics make this game a heart-stopper. Just a joystick, a mouse or a few keystrokes is all you need to play.

Will you defeat the evil queen? Depends. How strong is your spirit? How pure is your heart? How powerful is your magic?

MINDSCAPE INC

M I N D S C A P E

TM & © 1988 LUCASFILM LTD. ALL RIGHTS RESERVED. MINDSCAPE, INC., AUTHORIZED USER.

Copyright © 1988 Mindscape Inc.

As one official C + VG PBM competition comes to an end, another begins. This month you can join in another PBM game, which holds a lot of prizes for the winners including trophies, free turns and T-shirts. And how much does it cost to start? Why, absolutely nothing of course! Wayne explains . . .

Crisis has always been *Mystery And Adventure Games* most popular game, but it suffered from various limitations and was so easy to play, that after a player had played it once, it was hardly worth playing again.

However, *Mystery And Adventure Games* boss Colin Kilburn decided that improvement was called for, and the outcome was *Crisis II*, which I have been keenly playing since it's launch six months ago.

Crisis II is a game of global domination, but contains additional twists. For a start, the game has been expanded to cater for 20 players and is based around 134 different countries. Of these 124 are computer-controlled and the computer plays the game as much as the players do!

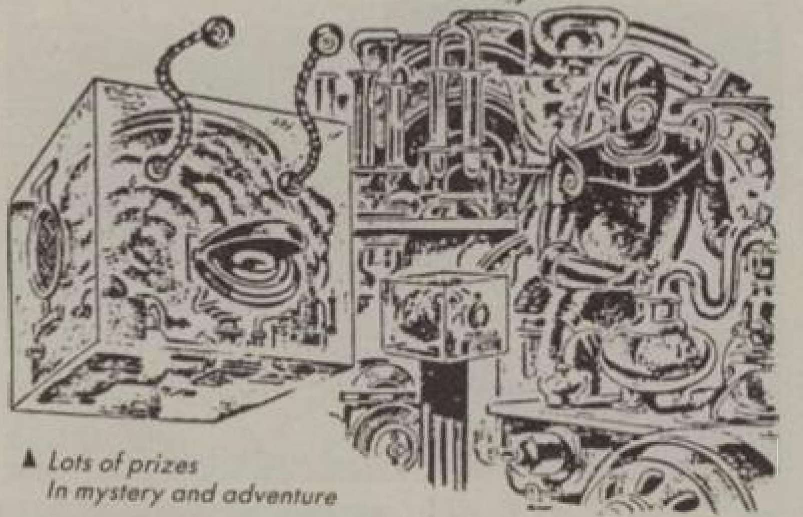
The idea behind the game is to create wealth for your nation – by either building factories or taking over other countries by force – and put it in a position where it has a mass of nuclear weapons, thereby dictating your terms by force of arms. However, if your countries population is reduced to zero, or you lose a battle in your home country you are out of the game.

The player has to make the decision whether or not to spend the nation's wealth on forts and factories or troops and weapons. Other decisions to be made include the outcome of a potential invasion, the launching of nuclear missiles and the allocation of spies.

Players can now issue up to 20 orders per turn if they wish and apart from attacking opposing nations with armoured Divisions, a player can call upon paratroopers to use accordingly.

Another new addition is the introduction of radiation levels. If players get a bit "button happy" and rain nuclear weapons upon their neighbours, then they could find that this backfires against them! Nuclear weapons that land increase the radiation levels in various pre-designated areas so you could find your population decreasing rapidly, so much so that you can effectively eliminate yourself from the game!!

Other new touches include continental bonuses for the control of large areas of terrain and specialist spies – who can sabotage enemy forts, factories and nuclear missiles.



▲ *Lots of prizes In mystery and adventure*

Crisis II is so different from the original version it is virtually a different game in itself! It is so much more realistic, detailed and organised, that two games are never alike.

One facet of the game I am glad hasn't changed is the diplomacy angle as contacting other players in the game is a must if you are going to get anywhere. Contact can initially be made by writing to other players via the GM, but it is advisable to write to them direct as soon as humanly possible, because a delay could mean the destruction of your nation. This said back stabbing, double dealing and treachery are commonplace, so remember the golden rule: "Trust no-one but yourself!"

Right, on to the competition, *Mystery And Adventure Games* have kindly agreed to run a knock out version of *Crisis II* especially for C + VG readers only! The eventual winner will receive the "Crisis + C + VG shield", which will be engraved with the winner's name, as well as a load of free turn credits and C + VG T-shirt. The runners up will also receive free credits and T-shirts.

Mystery And Adventure Games will set up as many games as it takes to cope with the C + VG readers. Dependant on the response either the last five or ten remaining countries will go through to the next round until there is the final game. The winner – or winners, as the game can be won by an alliance – will receive the prizes to do with as they wish.

Overseas players need not worry, as there will be special games set up for them, with extended turn deadlines. When an overseas player makes it through to a game involving British players, the game's deadlines will be especially extended once again.

To initially participate in this C + VG version of *Crisis II* costs nothing. Just write to *Mystery And Adventure Games*, 15 Fairview Crescent, Harrow, Middlesex HA2 9UB including a large ssae and proof of purchase. You will then receive the following totally free; a rulebook, start up sheet , large world map and three FREE TURNS. You can't argue with that can you!

Future turns are a reasonable £1.50, and the game usually has a ten-day deadline for British players.

Other free PBM offers available to C + VG readers at the present time are listed below. Please make sure you send a s.a.e. when writing off, unless otherwise stated, or you more than likely won't get a reply. Sloth Enterprises, PO Box 82, Southampton SO9 1BH.

The main offer here is a free rulebook, start up, and two free turns in *Spiral Arm II*, a fast action space wargame, where diplomacy and tactics are essential. Sloth are also making the same offer for *Gameplan*, their American football PBM. They also have two other special offers on their other games *Kings Of Steel* and *Saturnalia*, but you will have to write to them direct for further details, as they do not want me to make them known publicly.

- KJC Games, PO Box 11, Cleveleys, Blackpool, Lancs FY5 2UL.

PBM giants KJC are giving away free rulebook, set-ups and two free turns for both of their best selling games, *It's A Crime* and *Trolls Bottom*. Meanwhile, KJC are also allowing C + VG readers to join their other games, Warlord, Earthwood, State Of War and Capitol at a special rate. Contact KJC for further details. No ssae required.

- Spellbinder Games, PO Box 60, Wath-Upon-Dearne, South Yorkshire, S63 7PR.

This company will be no stranger to the C + VG readers, as they have come up with some great offers in the past and, believe it or not, they still stand. Yes, you can join the following games for absolutely nothing and get a rulebook, start up and various free turns in the following games; *Keys Of Bled, Kickabout, Kingdom* and *Spiral Arm II*. All the aforementioned are almost totally computer moderated. Please note that you are allowed to apply for a maximum of TWO of the above Spellbinder games on offer per person.

Finally, here is an offer you can't refuse!! If you have a PBM problem, enquiry, question or query, drop me, Wayne, a line, care of C + VG, 30-32 Priory Court, Farringdon Road, London EC1, enclosing a s.a.e. and I will do my level best to help you.

AGM

KEITH CAMPBELL'S WRITE-IN

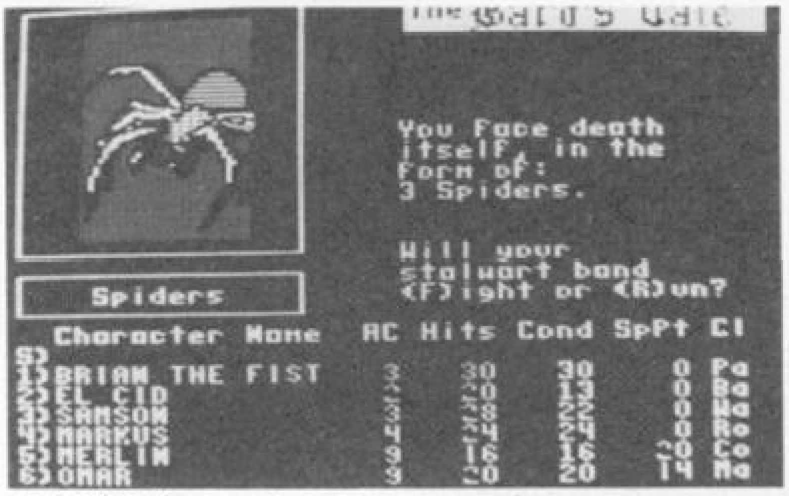
Helpline Clues

Keith guarantees to answer all letters sent to the Helpline – even if we can't help we'll acknowledge your letter.

Frankenstein is a game that consistently maintains its position in the Helpline ratings, and this month is no exception! How can Leslie Brady, of Hull, get into the dwellings or the cabin, in part three of the game? Also in part three, Henrik Pekkala wants to cross the valley, but doesn't know how to use the cable car. "And where is everybody?" he asks.

Who knows of a game called *Pandora?* Jason George from Malanda in Queensland knows it only too well, and is trying to discover the self-destruct code. To be more accurate, he knows what the code is, but cannot locate the necessary yellow code card. He would also like to know which ID card will allow him to escape from the spaceship when he has set the self-destruct code. Hmmm, good thinking, Jason, but I can't even begin to help on this one, on account of never having come across the said game! Any offers out there.

Peter Backgren writes from Helsinki with a major problem in *Bard's Tale II.* His trouble spot in Dungeon 7, Destiny Stone, level one. An old mage saying "Tell me what the PLAN is, or you are going nowhere," has Peter and all his friends completely stumped. They have tried out dozens of words, and come to the conclusion that either they are stupid, or the game has a lousy vocabulary. "While I'm at it," continues Peter, "perhaps one of your readers might know how to cheat in the casino and manage to keep the money, in *The Tracer Sanction?*"

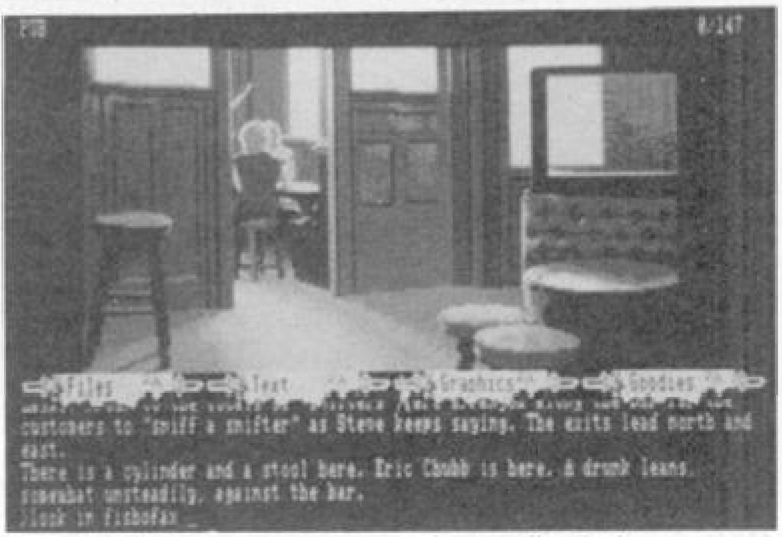


```
You face death
itself, in the
form of:
3 Spiders.

Will your
stalwart band
<F>ight or <R>un?

Spiders

   Character Name     AC Hits Cond SpPt Cl
S)
1)BRIAN THE FIST       3   30   30    0 Pa
2)EL CID               3   20   13    0 Ba
3)SAMSON               3   28   22    0 Wa
4)MARKUS               4   24   24    0 Ro
5)MERLIN               9   16   16    0 Co
6)OMAR                 9   20   20   14 Ma
```

▲ *Bard's Tale – causing grief.*

"In *The Bard's Tale*" for the Amiga, how do you go up levels, and where is the Review Board?" writes Vernon Amos, all the way from Suva, in the Fiji Islands. Vernon and his friend had found quite a few magic items by the time he wrote, and having gained about 6,000-8,000 experience points, they are surprised that they cannot find the Board. Also, they would like to know what effect the Lok's lyre has?

Who would like a tough adventure problem to crack, to help reader Tony Dillworth out? Tony, from Leamington Spa, has been playing a non-mainstream version of *Colossal Cave,* of unknown origin. Many of his problems and solutions do not line up with any well known version of the game. So if you're familiar with *Colossal,* have a way with adventure problems, and have access to an IBM type PC, then drop me a line. The first suitable candidate will get Tony's notes, plus a disk with both the game and Tony's saved positions on it.



```
[illegible]
customers to "sniff a snifter" as Steve keeps saying. The exits lead north and
east.
There is a cylinder and a stool here. Eric Chubb is here. A drunk leans
somewhat unsteadily, against the bar.
>look in fishofax _
```

▲ *Fish – scrolls puzzle.*

Every month I have a free subscription to the Adventurer's Club Ltd to award to a worthy adventurer. This month the prize goes to RGB Marshall, of Congleton in Cheshire, whose complete solution of *Manhunter* arrived before the game had actually been released. RGB imported the game direct from the USA, at a cost of about £50. "But for that I've had nearly a week's entertainment. Much better value than either *Fish* or *Lancelot.* Sierra are a vastly underrated *software house* who deserve infinitely more praise than that heaped on the likes of Pathetic Roles et al."

If you have an adventure problem, or can help someone who does, please drop me a line –

Keith Campbell, C+VG
Adventure Helpline, Priory
Court, 30-32 Farringdon
Lane, London EC1R 3AU.

CORRUPTION
If you are going somewhere where there is a risk of losing your possessions, put them in the BMW beforehand. Get Theresa's phone at 12.10 to hear an interesting conversation.

MANHUNTER
When the trail goes cold have a triple flush!

FISH
Find a dry route while the cast is cooling.

LANCELOT
If your opponent is invisible, take away his adventage!

Letters

Dear C+VG

Many thanks for your splendid new (minority?) section the likes of which I have never seen before. Being a smigen over 30 the old reflexes aren't what they used to be, so I find that role playing games suit me to a T.

I am really enjoying Heroes Of The Lance – but I have one problem – killing hatchling Dragons! How do you do it?

Also, is Pools Of Radiance out on the ST yet – I ordered it from US Gold in November.

D. Holman,
Barrow-In-Furness, Cumbria.

Editors reply: The way to kill the young Dragons is to arm yourself with a shield, which will protect you from their acid breath, and then push them to the edge of the screen. Once there, position your character – Flint the dwarf is best – in such a way that the acid breath goes over the characters head and then hack away at it's back legs. And if you thought they're bad, you should wait until you get to fight the large Black Dragon! A hint here – keep Goldmoon alive and use her wisely.

By the way, this minority is slow but surely on the way to becoming a majority!

As for Pools being released on the ST – US Gold are still awaiting for the converted game with bated breath. However, if ST version is proving to be so big that it cdould be on four disks! Hopefully it should be out around mid-April.

Dear C+VG

Congratulations on a fantastic magazine! AGM really is the icing on the cake.

Since I've been reading your magazine I discovered PBM and am really interested in joining in with what looks like fantastic hobby. However, please can you help me with the following problems:

1) How do I join Epic II – The Kings Game?
2) Are there any extra charges for overseas players like myself?

P. Wilhelmus,
Maastracht, Holland.

Editors reply: Glad you like the AGM column Will – it's going from strength to strength! In answer to your questions:
1) Contact Steve Upton, c/o Rhann Postal Games, PO Box Sarisbury Green, Southampton SO3 6YL.
2) Yes! But these vary from game to game. When you write to Steve, he will explain all.

Dear C+VG

I first read about FRPG computer games in AGM and my interest has grown to such an extent that I cannot resist them any more. However, I have a problem in that I cannot buy them over here in Spain, so could you please tell me how I can get my hands on them?

I also want to play some computer FRPG's for a C64 with datacassette, but once again I can't get hold of them in Spain, so what do you suggest?

Alfedo Dominguez,
Madrid, Spain.

Editors reply: The best people to contact re FRP games are: Games Of Liverpool, 81 Victoria Street, Liverpool L1, UK. They are one of the largest and most efficient companies when it comes to exporting games to overseas players and they also have a large, independent catalogue.

The best way to obtain Computer FRPG's is to write direct to the companies that produce them. As US Gold and Origins produce the majority of computer FRPG's you could drop them a line – their addresses are somehwere in the magazine – but I don't believe they do much for datacassettes. I know that Electronic Arts have the Bards Tale series on tape, so you may well wish to contact them as well.

Dear C+VG

"Are there any fantasy sports games which I can get into?"

Keith Miles,
Grays, Essex.

Editors reply: "You could try "Bloodbowl", which was reviewed in C+VG's November issue, or if you want something really different try "Circus Maximus", which contains the rules for Roman sporting events. The games range from chariot racing, which is great fun to discuss throwing, which isn't!! It sells for about £3.95, but you'll need to provide your own models and ground surface.

Mind you, if you want gladitorial sports set in the future, try Circus Imperium from Fasa, the makers of the mighty Battletech. Here you have anti-Grav chariots, pulled by Lion type beings, which are controlled by drivers who have gladiator co-drivers who provide the offensive power. It will be reviewed in C+VG soon so keep your eyes peeled!

Dear C+VG

"Why don't you have a readers classified section where us rabble could swap games, advertise fanzines, get pen pals etc etc?"

Andy Brown,
Clwyed, Wales.

Editors reply: The answer to this is simple. Basically C+VG is a computer mag with a role playing column and not the other way around. Big Euge (otherwise known as the ed to people like you and me) determines what is printed in the mag, and it is up to people like yourself to convince him that the section needs more additions. The ball is firmly in your court.

Dear C+VG

"A long, long time ago I read about a PBM called "Trolls Bottom." It was run by a company called Project Basilisk, but after a thorough search I cannot find any address for them anywhere. As I have just started playing PBM's, because of your column of course, I have decided that Trolls Bottom seems the game for me! Could you please, please give the address of Project Basilisk?"

Mark Bulsher,
Nuneaton.

Editors reply: I get many letters on this subject and there is a little bit of a story to it. Basically, Project Basilisk sold the rights of "Trolls Bottom" to KJC Games, who now are the official moderators of the game. KJC's address is: PO Box 11, Cleveleys, Blackpool, Lancs SW5 2UL and if you apply there you will get 4 free credits and a free start up.

Dear C+VG

"I have just seen some 30 sided dice charts from "The Armoury" in my local hobby shop and I think the whole system will fit very nicely into my campaign. However, the problem is that the shop doesn't sell the relevant dice, so could you give me the address of "The Armoury", so I can encorporate this detailed generation system in my world.

Barry Lofthouse,
Stoke.

Editors reply: The Armory are in fact an American company, who specialise in all kinds of dice. They have over 200 different dice, in all kinds of different shapes, material and sizes. Their only distributor in the UK is a company called Games Of Liverpool, so please send a large SSAE for their catalogue to them at 87 Victoria Street, Liverpool L1 6DG.

Dear C+VG

"I have been playing Battletech for over a year now and I have become fed up with all the cardboard figures enclosed with the game. Is there anything else I could use as figures to enhance the game?"

Steve Brooks,
Ealing.

Editors reply: "Well Steve, your luck seems to be in. FASA, the brains behind the Battletech phenomenon, have recently released a new line of Battletech figures which are available to scale in both plastic and lead versions. As far as I am concerned the plastic figures are both better value for money and have more details. Both figures are available from all good hobby shops, but in case of difficulty, try your local Virgin Games Store as they are definitely on sale there.

AGM

DC HEROES

► **DC HEROES; ROLE PLAYING GAME.**
► **PUBLISHER: DC COMICS/MAYFAIR GAMES.**
► **SUPPLIER: GAMES OF LIVERPOOL.**
► **PRICE: £10.95.**
► **REVIEWER: WAYNE.**

The rivalry between DC and Marvel comics is – and always has been – immense. If one of the aforementioned companied produces a new product, the other isn't far behind with something similar, but for all intents and purposes different. This time it was Marvel who came up with the first comic based role-playing game, when they teamed up with TSR and produced The Marvel Super Heroes Role Playing game.

Not to be outdone, DC promptly teamed up with Mayfair Games and released the DC Heroes Role Playing game a year later. Avid C + VG readers will know that Marvel Super Heroes was reviewed in the August 1988 issue of C + VG and received average markings. So how does the DC version compare?

Well to start off, in the presentation stakes DC wins hands down! The box is much better drawn and is more eye catching.

Once the box is opened, DC win yet again, as they provide the better contents. Basically DC supply more character and Super Hero cards – which are produced on a superior laminated card, large and very useful Games Master screen and five source books, including a quick start rules summary. Furthermore, the two stylish ten sided dice that DC supply are 1,000 times better than the dodgy plastic Marvel equivalent, which are so unreadable you have to colour them in with crayons before you use them.

To get started, you should read the Introductory Quick Start Guide, which explains at great length what a role playing game is, what the Games Master's functions are, and then gradually introduces you to the game itself.

It is quite clear that the DC system is more complex than the Marvel system, and it is more realistic and offers more scope. However, where Marvel score a big plus here is that their rule book is written in a much more player-friendly fashion than DC's and is much more interesting.

You should move on to the Teen Titans solitaire module that allows you to play a Super Hero character AND be the Games Master at the same

▲ Now your super heroes role play.

AES

► **PRODUCER: NEW INFINITIES INC.**
► **SUPPLIER: GAMES OF LIVERPOOL.**
► **PRICE: £7.95.**
► **REVIEWER: WAYNE.**

It is obvious, even from a cursory glance, to see how great Aesheba really is. The booklet is a unique opportunity for GMs to introduce their players to something totally unique and very, very different.

Basically, the designers have put their collective heads together and buried all the traditional role-playing cliches and have created a totally unexplored continent in the middle of the largest ocean that you can fit into your campaign, and given the culture of Africa Around 300 BC.

They have removed the Nile – thereby preventing the Egyptians from evolving – and re-structured the terrain, while leaving the ecology and climate the same. Finally they have added some immigrants, in the form of Greek explorers who settle on the North coast, then given the whole continent 300 years to intermingle and evolve. The outcome is Aesheba – Greek Africa, both a player's and GM's delight.

▲ Aesheba – sold out in a month.

Players will find it totally different from anything they have ever come across before. The magic system is totally different for a start. Magic in Aesheba is a potent force as it literally keeps the whole of the society together. Magic Users will find that spells they learned in foreign lands have hardly any effect, and that the spell casters in this new land are not to be trifled with. Also, learning the new magic is almost impossible for outsiders, as they have to believe in the Aesheban way of life, including their gods, culture and taboos, before they can even think of studying it.

GMs are also given a whole new range of ideas to play around with. Included in this booklet is a new breed of Non-Player Character Classes, such as Sorcerers, Anti-Witches, Diviners and detectors. Each class has original attributes which would totally throw an unsuspecting party.

This package provides a GM with everything needed to run a long-term campaign. Included are a list of four Greek-style city states, described in such depth that you know who lives in which household, notes on African-style cultures, which have been extensively and fully researched, lengthy descriptions on every important citizen of each area with supporting role-playing character notes and a whole new range of animals and monsters, the like of which player characters would have never have encountered before.

Also included in the package is a large, well-drawn, full-colour map, which makes life decidedly easier. It marks all the more well-known

time. This is an excellent way to get to know the rules and learn the basic game technique. Once you are through with this part of the booklet, you are given a seven-page example of play, which not only explains the rules, but gives you ideas on how to lift stories from comics and use them as scenarios for your players. Regrettably, The Marvel game doesn't contain one of these.

This booklet finishes off with an adventure that a new GM could set up for their players. It contains all you need to run a game and once again involves the Teen-titans for consistencies sake.

The next booklet to read is the Player's Manual. This adds the flesh to the bones of the game and its 39 pages cover AP's in greater depth, explains how to work the combat system – including Combat sequences, types of combat available, armour and special combat rules – and even let's you design your own character, if you desire to do so.

The last booklet you have to read is the massive 96-page Game Master's Manual. This is filled with information and guide lines, which are not hard and fast rules. There is a whole range of handy chapters, which will help all kinds of players from the inexperienced to the veteran FRP'er.

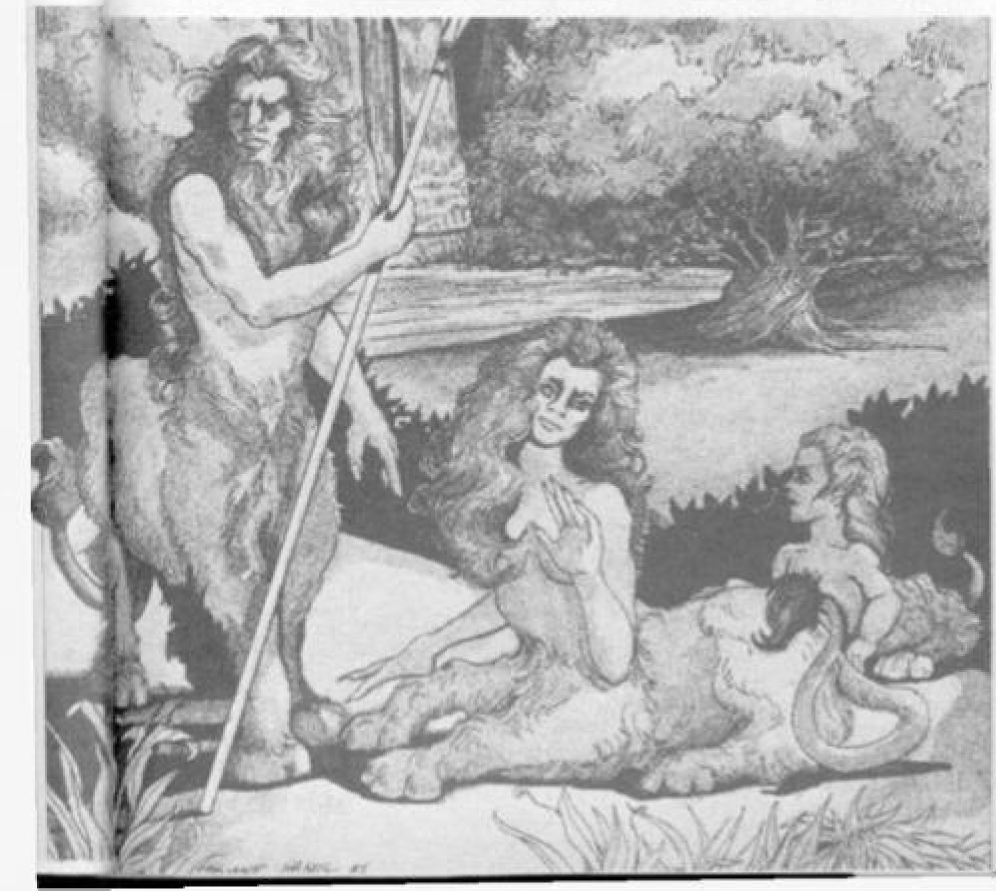
The topics covered are how to create an adventure, subplots, an introduction to the DC universe and its characters, gadgets; ordinary and special, a GM's guide to the most important places – such as Metropolis, Central City, Gotham City and Star City – plus a very handy section called Don't Panic!!

My criticisms of the DC game are that it could have been written in a more entertaining manner, and that street maps or a playing surface of some shape or description should have been included. Apart from these points, the DC system beats its Marvel equivalent hands down. You get the feeling that the Marvel game was designed with children in mind, whereas DC has gone for the older, more mature market. Highly Recommended.

► PLAYABILITY 81%
► COMPLEXITY 86%
► ENTERTAINMENT VALUE 91%
► VALUE FOR MONEY 94%
► **OVERALL 90%**

▼ *DC RPG beats Marvel.*

SHEBA



places, as well as some places of interest a GM may wish to build an adventure around.

It is clear that this gaming supplement was written for GM's. This systemless scenario can easily be slotted into any FRP campaign, but players of AD + D will have an easier time than the others, as it looks as if Aesheba was written with this system in mind.

My advice to any players who may *suddenly find* themselves on this continent is to take things very slowly. Learn the customs and traditions, get involved with the local people, ask as many questions as you can get away with and DON'T get into any combat situations.

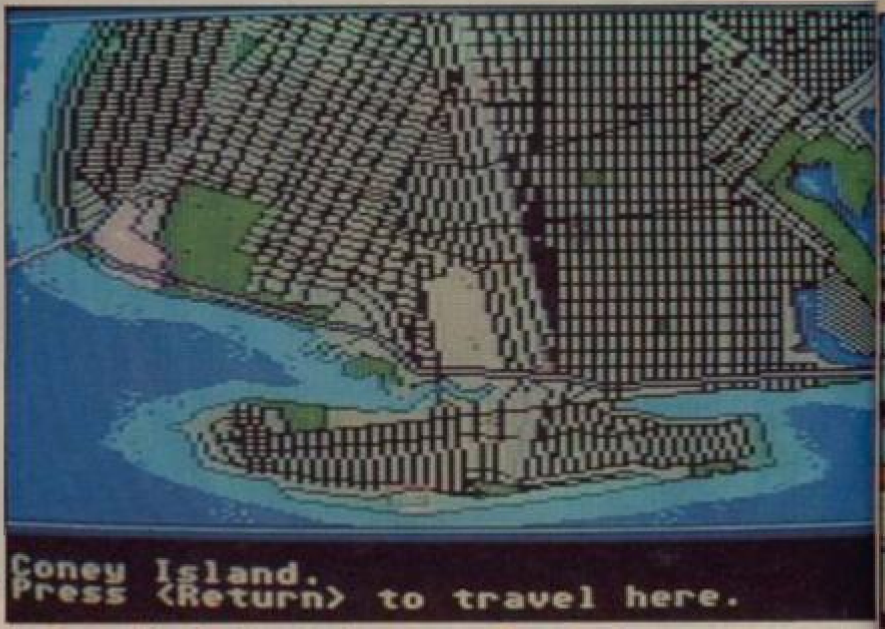
The ideal way to learn about Aesheba is to get involved with the trading side of things. Although this can be quite risky at times, players will find that they are carrying a wealth of trading material on them, such as weapons, gold pices and even trinkets they may have collected on their earlier journeys.

With this as capital they can invest in some trade goods, and travel the length and breath of the country, gathering all kinds of valuable knowledge in the process.

This is – without reservation – one of the most original role playing supplements I have ever seen. It is an essential purchase regardless what FRPG you play. Buy it today!

► COMPLEXITY 64%
► PLAYABILITY 95%
► DESIGN 91%
► VALUE FOR MONEY 96%
► **OVERALL 96%**

AGM



Coney Island.
Press <Return> to travel here.

▲ *Coney Island – New York's answer to Disneyland.*

MANH

► ACTIVISION/SIERRA ON-LINE.
► IBM PC – £34.99; ATARI ST AND AMIGA – PRICE TO BE ANNOUNCED.
► VERSION REVIEWED: ATARI ST.
► REVIEWER: KEITH CAMPBELL.

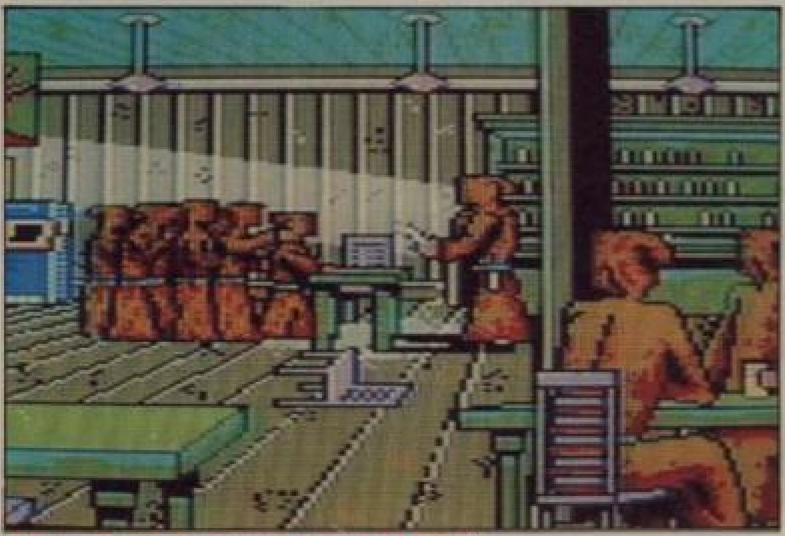
It's trendy these days to predict that Adventure games will be swallowed up by RPGs – Role Playing Games.

Well, here's a game that proves the pundits wrong! I can categorically state that the future of Adventure lies with arcade games.

The amount of text is negligible. Input is almost entirely by joystick or mouse, and output is almost entirely graphical. And yet it is a game of clever and subtle puzzles! How can that be achieved? Stay with me, and you'll find out . . .

An alien race called The Orbs, floating eye-like creatures, have invaded New York, and enslaved the entire population. They seem to be busy working on some master plan to make changes in the atmosphere and environment. To keep humans who would sabotage their efforts out of play, they have selected a corps of elite human 'Manhunters'. Human activity is monitored, and when a crime against the Orbs is committed, the record of the criminal's movements just before and just after the crime, made by the Orbs' tracking system, is saved on their central computer. A Manhunter is then assigned to investigate, and run the criminal to earth.

A Manhunter's movements are restricted to places visited by the criminal, and he discovers this through using his own portable computer, nicknamed MAD (Manhunter Assignment Device), which communicates with the Orbs' mainframe. First he displays a map of New York, and watches the criminal's movements across the city. When the target enters a building, MAD zooms in, and shows the target's movements on a detailed internal plan. When the target leaves, the tracking system zooms out, and follows him around town again to his next destination. A further refinement is the ability of the Manhunter to 'tag' any character with whom the criminal comes into contact, during the close-up tracking. Thus he can later access the tracking records for the criminal's associates.



▲ *Manhunter introduces the wacky monks . . .*

On closing down the MAD tracking display, the Manhunter may travel to and investigate the places previously visited by the criminal, by entering TRAVEL mode. Every location where the criminal stopped is highlighted with a flashing light. To travel, the Manhunter moves a marker across the map, positions it over his destination, and presses RETURN. He then moves to the location, which is shown in graphical view.

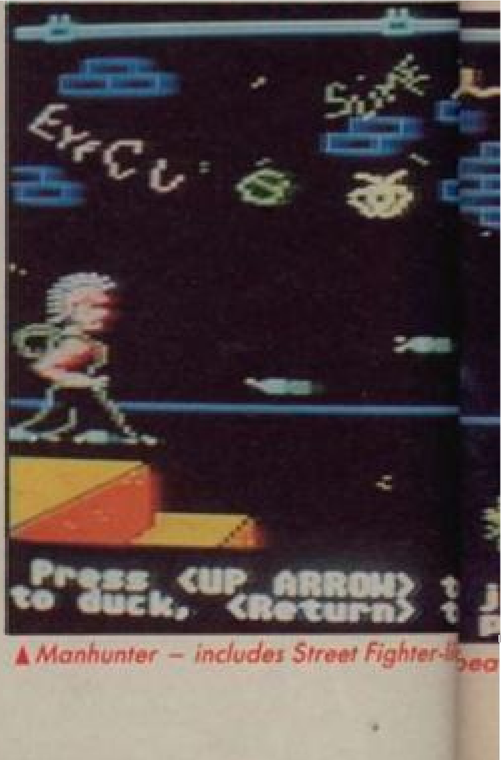
The same marker appears on this picture, and by scanning the picture with it, anything of interest or importance causes a brief message to appear at the bottom of the screen. For example, if something in the picture can be examined more closely, the marker changes to a magnifying glass when placed over it, and the message 'Press Return to examine' is displayed. The marker can be moved on again without the need to press any key, and will also display, for example, each distinct exit, with an arrow indicating its direction, and a request to press RETURN to move.

This game format seems to be limited to plots with similar scenarios, but then the ability of Sierra to adapt, adopt, and improve, holds out the hope that it may well be employed for other types of stories in the future.

A slick operating system

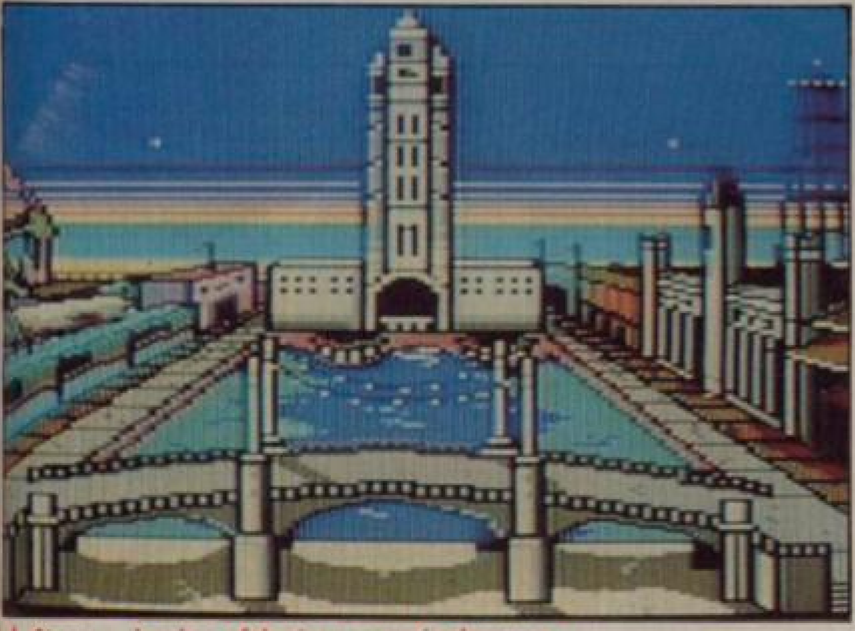
Press <Return> to

▲ *Pretty mean gamers they make too . . .*



Press <UP ARROW>
to duck, <Return>

▲ *Manhunter – includes Street Fighter-li*



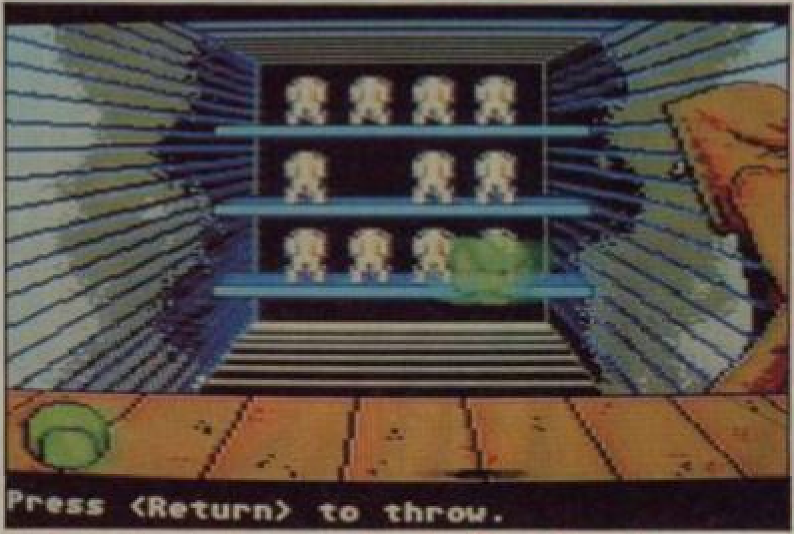
Sierra – leaders of the 'new wave' adventure.

UNTER

throw the knife.

DUDE
jump. <DOWN ARROW>
punch.

beat'em up for interlude.



Especially when it comes to throwing things at targets.

alone does not make for interesting gameplay, so what of the puzzles? They are clever and cryptic, with very few overt clues, and the player must be extra observant at all times, making deductions to be able to progress through the game.

For example, the first assignment involves a visit to a bar, and a look at a video machine which the suspect was shown to be taking an interest in. The machine presents an arcade maze game, which is negotiated without touching the maze walls. Every time the player moves onto one of twelve squares containing a mat, a ball is thrown at a set of twelve kewpie dolls at the top of the screen, knocking one out. Not easy to complete, but the feeling persists that it must be played to conclusion. At the end, the player is rewarded with a picture of the funfair at Coney Island.

So why the game?

Following the suspect further, the trail ends in a ladies convenience in Central Park, where there is apparently no exit. Once that problem is solved (unlikely though the answer is!) the Manhunter finds himself in a real maze, shown in 'walk-through' mode. Some locations contain an object. Once the way to plot the maze has been established, it is only a matter of routine finding the route to the exit, and checking every cell for an object. Unless, after a short while, the player catches on that the layout of the maze is identical to the video game, and the objects in it are placed where the mats lie in the video game!

The maze leads to the real Coney Island, and here there is an apparent dead end, for the only exit is to a set of three stalls where the player is invited to test his skills at either throwing darts at balloons, balls at kewpie dolls, or hoops over bottles. The targets in all games are arranged in a four by three grid, and three missiles are offered at each attempt. I will not spoil the puzzle by telling you the answer – suffice to say that the chances of hitting the right answer accidentally are minute. The key lies in the information obtained whilst playing the video game – if you can recognise it as such!

Further arcade sequences follow in other assignments, including a real fight with a crowd of hoodlumns in a back alley, dodging bottles and knives.

Manhunter is a game that grows on you the more you play it.

I started off distinctly cool, if not bored and frustrated by it. Having persevered with it, I am currently impressed and intrigued by its puzzles, and even becoming a bit nonchalant as I breeze through the occasional arcade section. In fact, I am so taken with it that I am determined to see it through to the end. And that says a lot for a game that is about as far removed from a traditional text adventure as Eugene Lacey is from solving one!

Manhunter is a big game that comes on five disks for the ST – and there are thirteen for the PC version! Therefore it is expensive. But if you like the sound of it, and can afford the price, I urge you to rush out and buy one!

RATINGS

► GRAPHICS	81%
► PLAYABILITY	92%
► PUZZLEABILITY	93%
► ATMOSPHERE	82%
► PERSONAL	93%
► VALUE	88%

MAN HUNTER NEW YORK

AGM

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

COMMODORE AMIGA SOFTWARE	
4x4 Off Road Racing	17.95
Action Service	13.25
Adv Dung & Dragons (each)	17.95
Afterburner	16.45
Baal	13.25
Barbarian II	13.25
Bards Tale II	18.55
Batman	16.45
Black Tiger	16.45
Blazing Barrels	19.99
Bubble Ghost	13.25
Buggy Boy	16.45
Butcher Hill	14.35
Chrono Quest	21.95
Cosmic Pirate	16.45
California Games	17.95
Captain Blood	16.45
Corruption	16.45
Daley Thompson Olympic Chall	16.45
Dragon Ninja	16.45*
Dream Zone	16.45
Dungeon Master	16.45*
Echelon	17.95*
Eliminator	14.35*
Espionage	13.25*
F16 Falcon	20.95
F.O.F.T.	24.95*
Fish	16.45*
Flight Simulator II	31.95*
G. Lineker Hot Shot	14.35
Green Beret	16.45
Guerilla War	16.45
Highway Hawks	13.25
Hostages	16.45
International Karate +	17.95
Interceptor	18.95
Joan of Arc	17.95
Jet	28.95
King of Chicago	21.95
LED Storm	14.35
Lancelot	13.25
Leaderboard Collection Birdie	17.95
Legend of the Sword	16.95
Leisuresuit Larry (Adults only)	13.25
Live & Let Die	16.45
Lombard RAC Rally	16.45
Manhattan Dealers	16.45
Mini Golf	13.25
Motor Massacre	14.35
Night Raider	14.35
Operation Neptune	16.45
Outrun	17.95
TV Sports Football	21.95

ATARI ST SOFTWARE	
4x4 Off Road Racing	14.35
Afterburner	16.45
Batman	13.25
Black Tiger	14.35
Blazing Barrels	14.35
Butcher Hill	14.35
California Games	14.35
Carrier Command	16.45
Chrono Quest	21.95
Daley Thomson Olympic Chall	13.25
Double Dragon	13.25
Dream Zone	16.45
Dragon Ninja	13.25
Dungeon Master	16.45
Elite	16.45
Espionage	13.25
F.O.F.T.	24.95
Guerilla War	13.25
R-Type	19.95
Zynaps	14.35

ATARI ST SOFTWARE	
Airborne Ranger	16.45
F16 Falcon	15.40
F16 Combat Pilot	16.45
Fish	16.45
Gary Lineker Hot Shot	14.35
Hostages	16.45
Joan of Arc	14.35
Kennedy Approach	16.45
Leaderboard Collection Birdie	14.35
Legend of the Sword	16.45
Live & Let Die	16.45
Lombard RAC Rally	16.45
Motor Massacre	14.35
Navcom 6	16.45
Operation Wolf	13.25
Operation Neptune	16.45
Outrun	14.35
Powerdrome	17.95
Pro Soccer Simulator	13.25
Purple Satin Day	17.95

ATARI ST SOFTWARE	
Pacmania	13.25
Rambo III	13.25
Robocop	13.25
Superman	16.45
Speedball	16.45
S.D.I.	14.35
Sinbad and Throne of Falcons	16.45
Spitting Image	13.25
The Deep	14.35
Starglider II	16.45
StarRay	13.25
Techno Cop	14.35
Thunder Blade	14.35
Tiger Road	14.35
Time and Magik	13.25
Ultimate Golf	14.35
Victory Road	13.25
Virus	13.25
WEC Le Mans	13.25
Where Time Stood Still	13.25

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL
SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL

NORTH, SCOTLAND
N. IRELAND, OVERSEAS
0896 57004 (24 HOURS)

SOUTH, MIDLANDS,
WALES
0602 252113

C64/128 SOFTWARE	cass	disk
Adv Dung & Dragons (each)	7.99	11.99
Afterburner	7.20	11.20
Armalyte	6.99	9.45
Bards Tale III		14.99
Batman	6.99	10.50
Black Tiger	7.99	11.99
Bombuzal	6.50	9.00
Butcher Hill	7.99	11.99
By Fair Means or Foul	6.99	9.00
Cybernoid II	7.99	11.99
Double Dragon	6.99	10.50
Daley Thomson Olymp Chall	6.99	9.45
Dragon Ninja	6.99	10.50
Emlyn Hughes Int Soccer	6.99	10.50
Flight Ace	11.99	14.50
GI Hero	6.99	9.45
Game Set & Match II	8.75	13.50
Gary Linekers Hot Shot	7.99	11.99
Guerilla War	7.25	11.20
The Deep	7.99	11.99

C64/128	cass	disc
Giants Compilation	11.99	14.99
Hawkeye	6.99	9.45
Intensity	6.99	9.45
Karate Ace	9.99	11.99
Konami Arcade Collection	6.99	13.50
Last Ninja II	9.75	11.20
Leaderboard Coll. Par 4	11.99	14.50
Live & Let Die	7.25	11.20
Motor Massacre	7.99	11.99
Menace	6.99	9.00
Navcom 6	6.99	9.45
Ocean Compilation	9.45	13.50
Operation Wolf	6.99	10.50
Operation Neptune	6.99	10.50
Pacmania	6.99	10.50
Pro Soccer Simulator	6.99	10.50
R-Type	7.25	11.20
Rambo III	6.99	10.50
Red Storm Rising	10.50	14.95
Robocop	6.99	10.50

C64/128	cass	disk
Roy of the Rovers	7.99	11.99
Space Ace	11.99	14.50
Sports World 88	9.99	11.99
StarRay		10.50
Supersports	7.99	11.99
Supreme Challenge	8.45	12.85
Taito Coin Op Hits	9.45	13.50
Techno Cop	7.99	11.99
Ten Mega Games	9.99	11.99
The President is Missing		8.75
The Munsters	6.99	10.50
Thunder Blade	7.99	11.99
Tiger Road	7.99	11.99
Total Eclipse	6.99	9.00
Track Suit Manager	6.99	
Ultima V		19.95
Ultimate Golf	7.99	11.99
Untouchables	6.99	10.50
Victory Road	6.55	9.75
WEC Le Mans	6.99	10.50

COMMODORE AMIGA SOFTWARE	
Double Dragon	16.45
Navcom 6	16.45
Operation Wolf	16.45
Pacmania	13.25
Pioneer Plague	16.45
Platoon	16.45
Pro Soccer Simulator	13.25
Purple Satin Day	17.95
Robbeary	13.25
Robocop	16.45
Rocket Ranger	21.95
Speed Ball	16.45
Super Hang On	16.45
Starglider II	16.45
Techno Cop	14.35
The Deep	16.45
The Munsters	13.25
Thunder Blade	17.95
Tiger Road	14.35
Time and Magik	13.25
Ultimate Golf	14.35
Universal Military Simulator	16.45
Victory Road	16.45
Virus	13.25
Weird Dreams	16.45
Who Framed Roger Rabbit	21.95
WEC Le Mans	16.45

JOYSTICKS	
Cheetah 125 plus	6.95
Cheetah Mach 1 plus	12.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.99
Speedking with Autofire	11.99
Ram Delta	7.99
Cruiser	7.99

PERIPHERALS	
Azimuth C64 tape head align kit	8.99
5.25" disk box (holds 100)	9.95
C64 Dust Cover	4.95
C64 Disk Drive Cover	4.50
Reset Switch	6.99
C2N Datasette Unit	28.95,

BLANK DISKS	
3.5 DS/DD (per ten)	8.95
5.25" double sided (per ten)	4.99

Please make cheques and postal orders to WORLDWIDE SOFTWARE. All prices include postage and packing in UK. Overseas orders please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail. Advertised prives are for mail and telephone orders.

TELEGAMES

Europe's Largest Stock Of Video Games & Cartridges For —

NEW GAMES NOW IN STOCK

ATARI 2600

CBS COLECOVISION™

INTELLIVISION

IN STOCK NOW

Nintendo

SEGA

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW

The leading Video game specialists. Send for lists (state make of game)

TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

COMPUTER + VIDEO GAMES HAS A NEW ABC FIGURE,

IT IS 102, 401 (JULY-DEC 88).

STILL BY FAR THE MOST POPULAR MAGAZINE FOR GAMES PLAYERS

RARE LIMITED

has immediate vacancies in their newly expanded facility in Twycross.

Would you like to join the successful design teams at RARE and ULTIMATE PLAY THE GAME?

We would like to hear from:

SOFTWARE ENGINEERS

GRAPHICS DESIGNERS

CARTOON ANIMATORS

Please apply in writing to:

RARE LIMITED
Manor Farmhouse,
Twycross, Warwickshire CV9 3PJ.

MAJIK

► MASTERTRONIC
► MACHINE: COMMODORE 64 CASSETTE – £1.99.
► REVIEWER: KEITH CAMPBELL.

Here is a cheap and cheerful cassette adventure, that is operated by word-icons. The joystick controls a highlight that is moved across a window of verbs, and depending upon the one chosen, the highlight moves to a list of inventory objects, a list of characters prsent, or the narrative text window, for selection of the rest of the command.

There are graphics at some locations, which are displayed in another window. In non-graphic locations, a text description fills the graphics area instead.

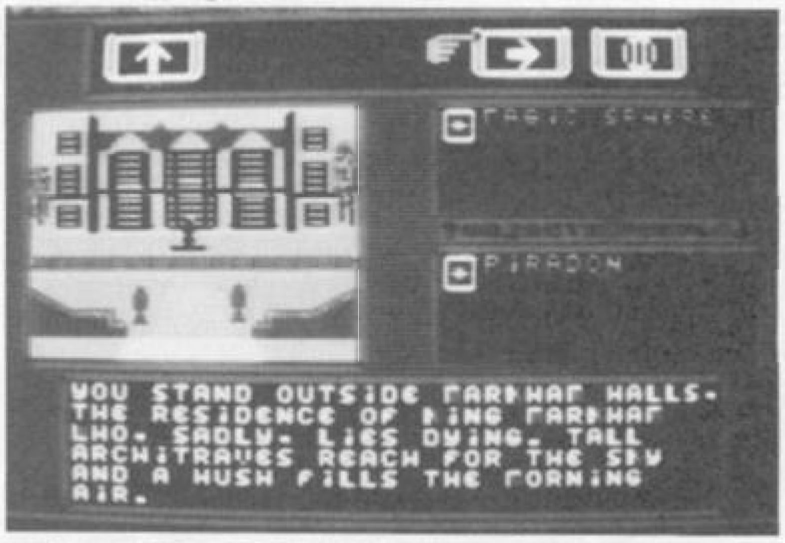
The plot is the rather mundane pseudo-mythological one of hero-magician called to rescue a dying king's son, the only person capable of fighting forces of evil and saving the land.

The verb list is larger than that offered in most current icon adventures, 36 in all, although some are system verbs, and others are near duplicates. No need to grope for an elusive word, or a subtle command though, for they are all there to see. Nevertheless, not bad for the price, and worthy of a recommendation for C-64 adventurers who do not have a disk drive.

RATINGS

► VOCABULARY	61%
► ATMOSPHERE	60%
► PERSONAL	51%
► VALUE	79%

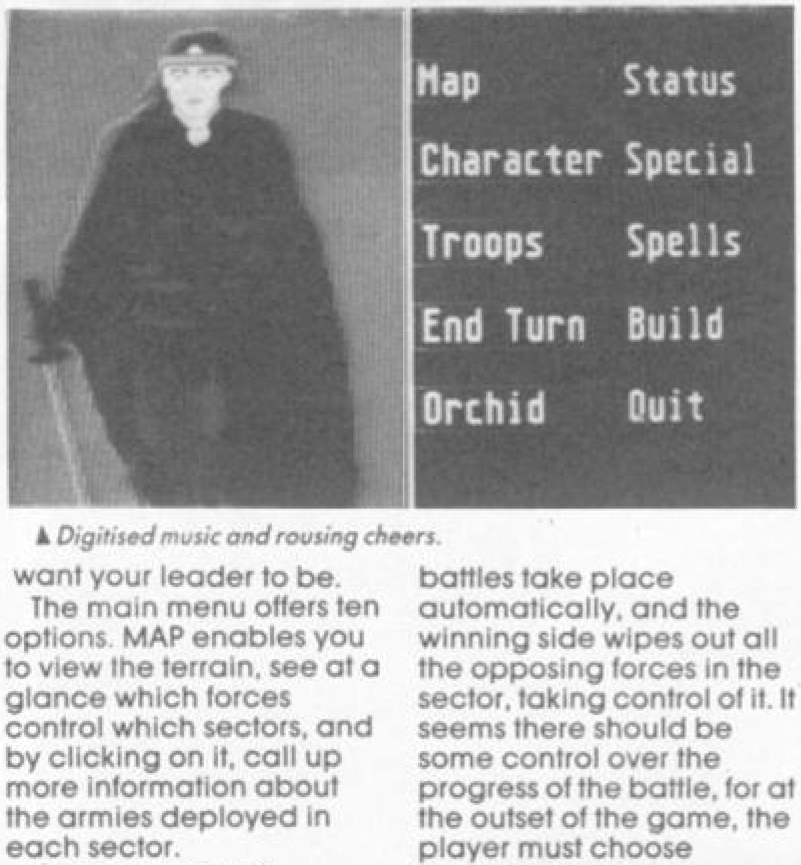
▼ *Welcome budget release.*



```
YOU STAND OUTSIDE MARKHAM HALLS.
THE RESIDENCE OF KING MARKHAM
WHO, SADLY, LIES DYING. TALL
ARCHITRAVES REACH FOR THE SKY
AND A HUSH FILLS THE MORNING
AIR.
```

BLACK ORCHID

► SUPPLIER: MUNDANE SOFTWARE.
► PRICE: ATARI ST – £19.99.
► AVAILABLE BY MAIL ORDER ONLY FROM MUNDANE SOFTWARE, PO BOX 180, BATH BA1 2WF.
► REVIEWER: KEITH CAMPBELL.



▲ *Digitised music and rousing cheers.*

Although a mail order game, this is no Quilled or GACked home-grown adventure. In fact, it is a fantasy battle game with a strong element of strategy, and a complete absence of puzzles. It is playable for two players, or one-player against the computer.

The land is divided into two domains, connected by a small isthmus. To the left is the citadel belonging to the forces of evil, and to the right, the forces for good. Initially, the program asks whether you wish to play against another person or the computer, and then further options are offered before play commences. You can play an easy or difficult game, and choose between playing the side of Benign or Malign, as well as deciding which sex you want your leader to be.

The main menu offers ten options. MAP enables you to view the terrain, see at a glance which forces control which sectors, and by clicking on it, call up more information about the armies deployed in each sector.

Other commands available are STATUS, CHARACTER and TROOPS, and BUILD.

A battle will ensue if an army has been moved into a sector controlled by the opposing side. These battles take place automatically, and the winning side wipes out all the opposing forces in the sector, taking control of it. It seems there should be some control over the progress of the battle, for at the outset of the game, the player must choose between joystick or keyboard control during battles. When the battle commences, however, neither seems to have any effect, despite a window for each side offering choices of RETREAT and FLEE.

The game is finally won by the side to win control of the base Citadel of the opposing side.

Play is effected entirely by mouse, and full use of windowing is employed. The 'OK' box in the window to close it down, is replaced by a box with a word or phrase suitable to the message in the window. For example, if you make an illegal move, the window telling you this is removed by clicking on a box labelled CHEAT!

An enjoyable game of fantasy and strategy, that comes on two disks.

RATINGS

► GRAPHICS	71%
► SOUND	69%
► PLAYABILITY	80%
► VALUE	80%
► OVERALL	**71%**

AGM

WAR IN MIDDLE EA

► MACHINES: ATARI ST, AMIGA, SPECTRUM, AMSTRAD, C64, IBM PC.
► PRICES: C64, SPECTRUM, AMSTRAD, CASSETTE £9.99, DISK £14.95, ST AND AMIGA £19.99, IBM PC AND COMPATIBLES £24.99.
► REVIEWER: EUGENE LACEY.

Tolkien has proved a fertile ground for game designers. Not just the various officially licensed games from Melbourne House either – the Tolkien esque world of hobbits, elves, wizards, and monsters battling it out in mythical lands has been ripped off for countless adventure games.

Now Melbourne launch a new Tolkien game – five years after their original *Hobbit* adventure topped the Spectrum charts for literally months on end.

War in Middle Earth is a world away from that original Hobbit adventure, with its laterial thinking puzzles and slowly filling in graphics beside certain locations.

War in Middle Earth is much more of a war game-come-role playing game than the earlier Tolkien adventures.

As in the great book itself – the Lord of the Rings – the object in War in Middle Earth is to retrieve the ring – and keep it from the evil Sauron.

You play the part of Frodo Baggins – whose uncle Bilbo Baggins is well known in the Shire for his adventures – the most famous of which saw him discover a ring with strange powers.

In your quest for the ring you are accompanied by three fellow Hobbits, Sam, Merry and Pippin, Aragorn the Ranger, Boromir of Gondor, Legolas, Gimli a dwarf and the great white wizard Gandalf.

The game is played out on a massive scrolling map of the land of Middle Earth.

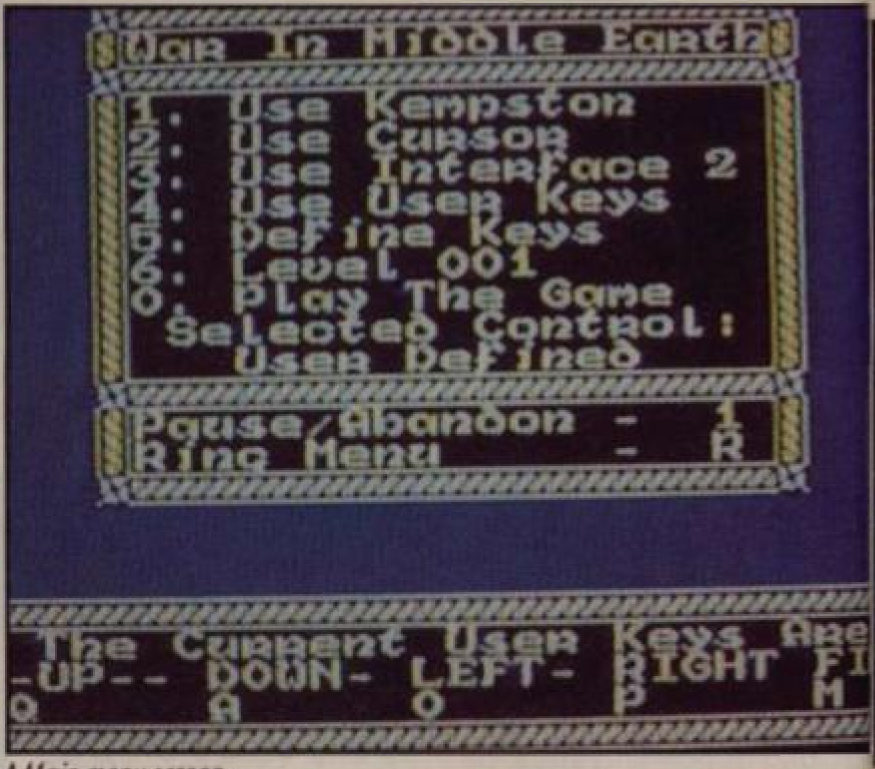
To examine any area of the map in detail you move the finger cursor to the required location. Press fire and time is suspended whilst you make your move.

The game uses a neat window system to provide additional information about your units. These are represented by shields. You are told several important pieces of information about each unit – and it is important in the game to try and know who is where, what there strength is and where they are going.

Windows also open during the battle sequences – to provide you with information on the enemy and your options. It is not always wise to stand and fight it out.

A further window can be made to open by depressing the fire button twice. This enables you to give instructions to your unit. You have four possible options: Return, Set to Destination – which enables you to send the troop to a specific destination, Set To Join – this orders the unit to join another one, and Set to Follow to follow you.

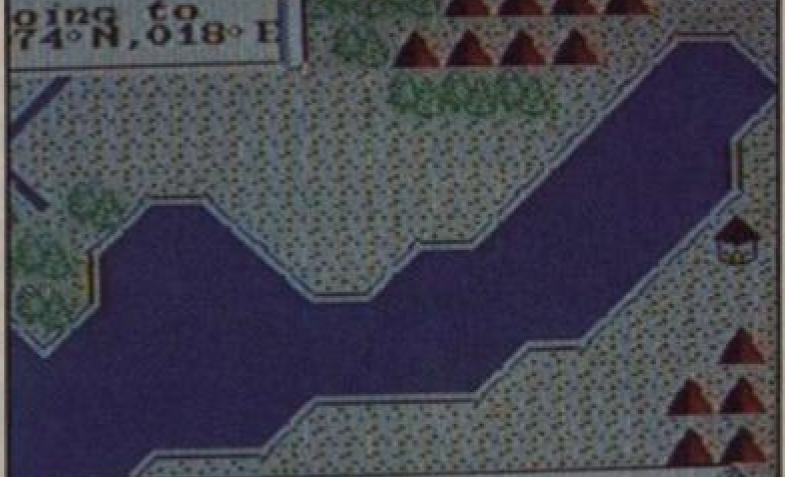
What makes *Middle Earth* more than just a Tolkien war game is the battle sequences. There is no sitting back and watching the computer work out the relative strengths and weaknesses whilst your warriors thrash around. You can directly



War In Middle Earth
1. Use Kempston
2. Use Cursor
3. Use Interface 2
4. Use User Keys
5. Define Keys
6. Level 001
0. Play The Game
Selected Control :
User Defined
Pause/Abandon - 1
Ring Menu - R
The Current User Keys Are
-UP-- DOWN- LEFT- RIGHT FI
Q A O P M

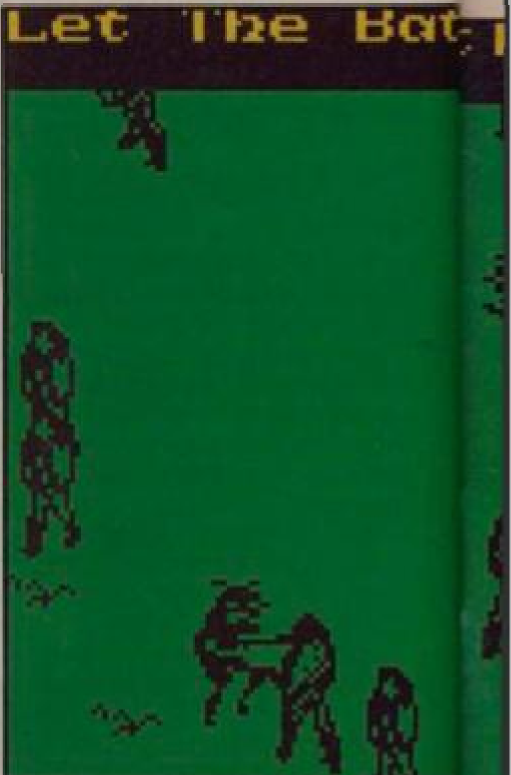
▲Main menu screen.

▼ Detailed scrolling map of Middle Earth.

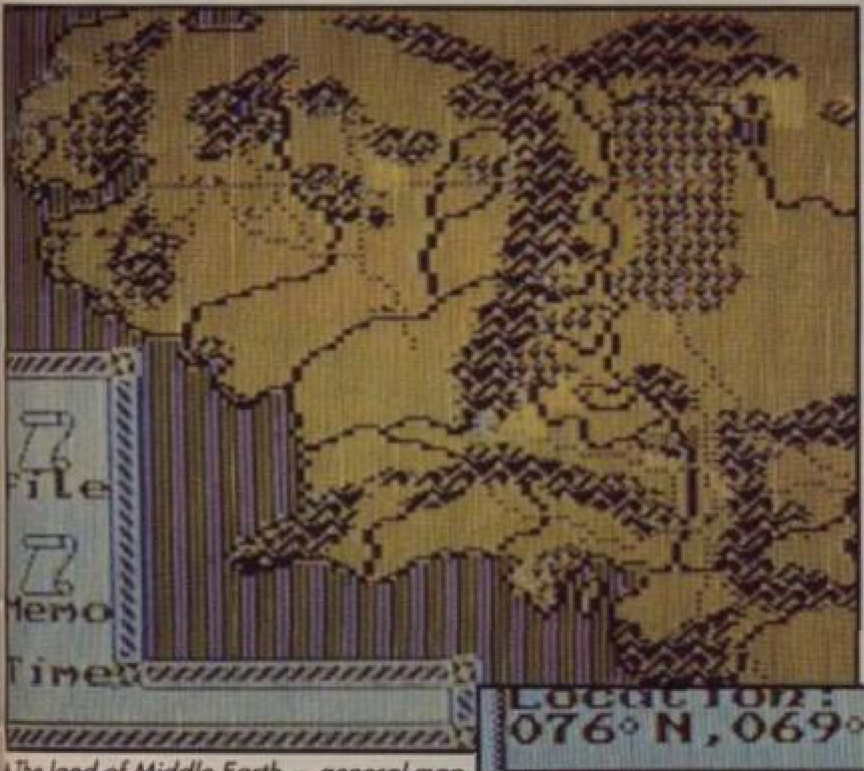


oing to
74°N,018°E
A Company Of 012 Dwarves

Battle mayhem ►



Let The Bat

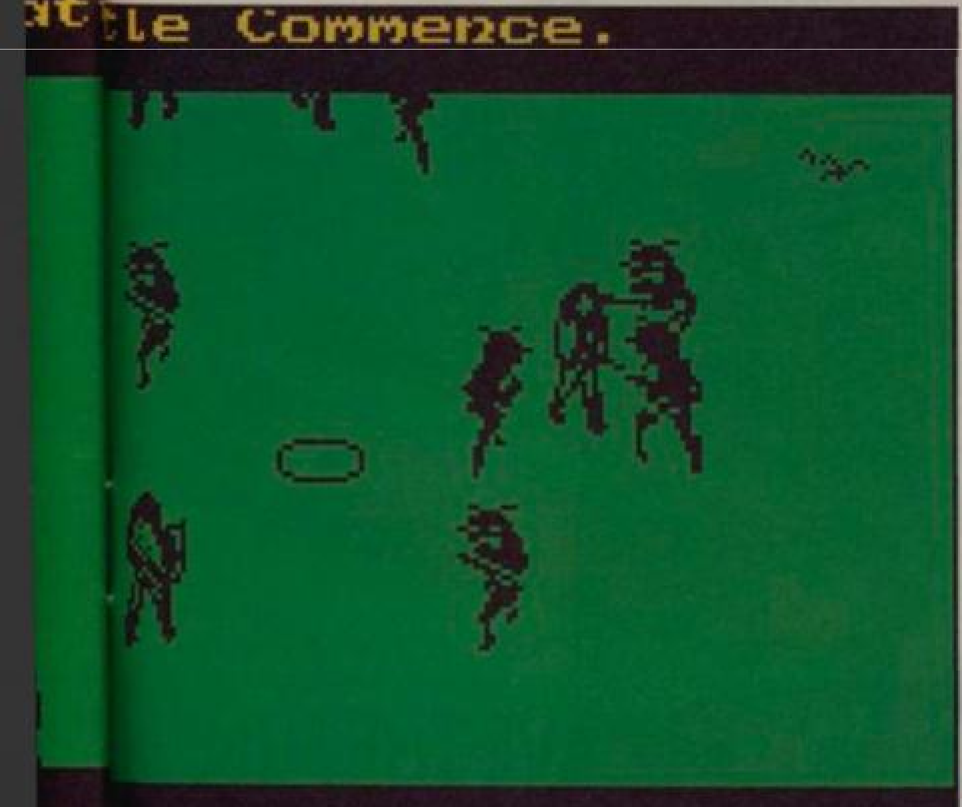


▲ *The land of Middle Earth – general map.*

influence the outcome by skillfully positioning your warriors – picking them up and moving them to skirmishes where your men are losing the edge. It is close hand-to-hand fighting – just as Tolkien describes it in the books.

War in Middle Earth is as much a race against time as a strategic challenge.

ARTH



tle Commence.

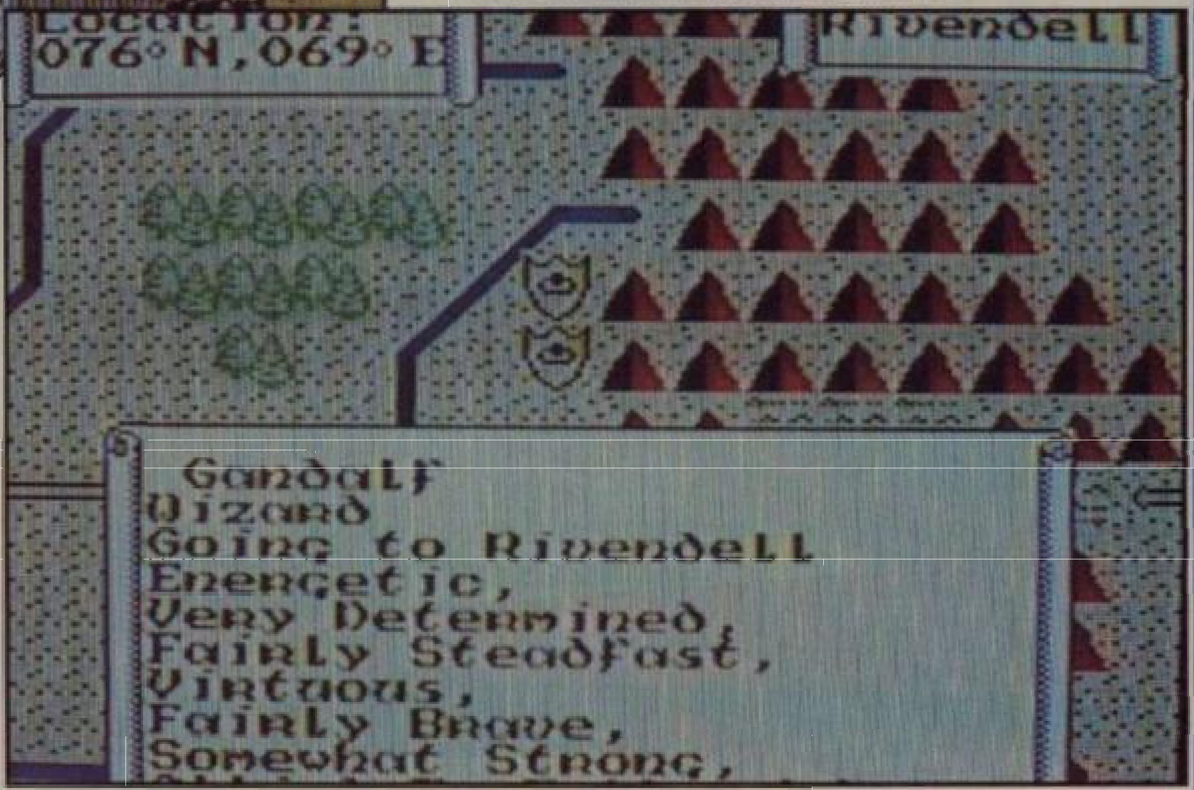
You have to win time to discover the ring and destroy it by flinging it into the Cracks of Doom where it was forged.

In order to win the time to carry out the mission you have to keep the forces of evil at bay. To do this you need to mobilise an army by enlisting the support of the men of Dale, the Nations of the West, the Elves of Lorien and Mirkwood, the Dwarves of Erebor and the Iron Hills.

As a special treat to all Tolkien fans we have a bumper package to give away to the first person to write in and tell us the name of the third book in the Trilogy Lord of the Rings.

The winner will receive a copy of the game and also a copy of the board game – Middle Earth Role Playing System – as featured in AGM News. Send to Tolkien Compo, C+VG, 30-32 Farringdon Lane, London,EC1R 3AU.

▼ *Your adventurer has just found Gandalf.*



```
Location:
076° N,069° E
Rivendell

Gandalf
Wizard
Going to Rivendell
Energetic,
Very Determined,
Fairly Steadfast,
Virtuous,
Fairly Brave,
Somewhat Strong,
```

The campaign is lost if the forces of evil win back the ring and return it to Barad-Dur or Isenguard.

The graphics and on-screen presentation of War in Middle Earth are superb. All of the icons, the various scrolls, and window information systems are neatly implemented.

The game has all the hallmarks of a game which has been crafted slowly and painstakingly. I can thoroughly recommend this game to Tolkien fans and anyone who enjoys a strategic challenge. Great stuff.

SPEC

► GRAPHICS	85%
► SOUND	82%
► VALUE	86%
► PLAYABILITY	89%
► **OVERALL**	**88%**

UPDATE . . .

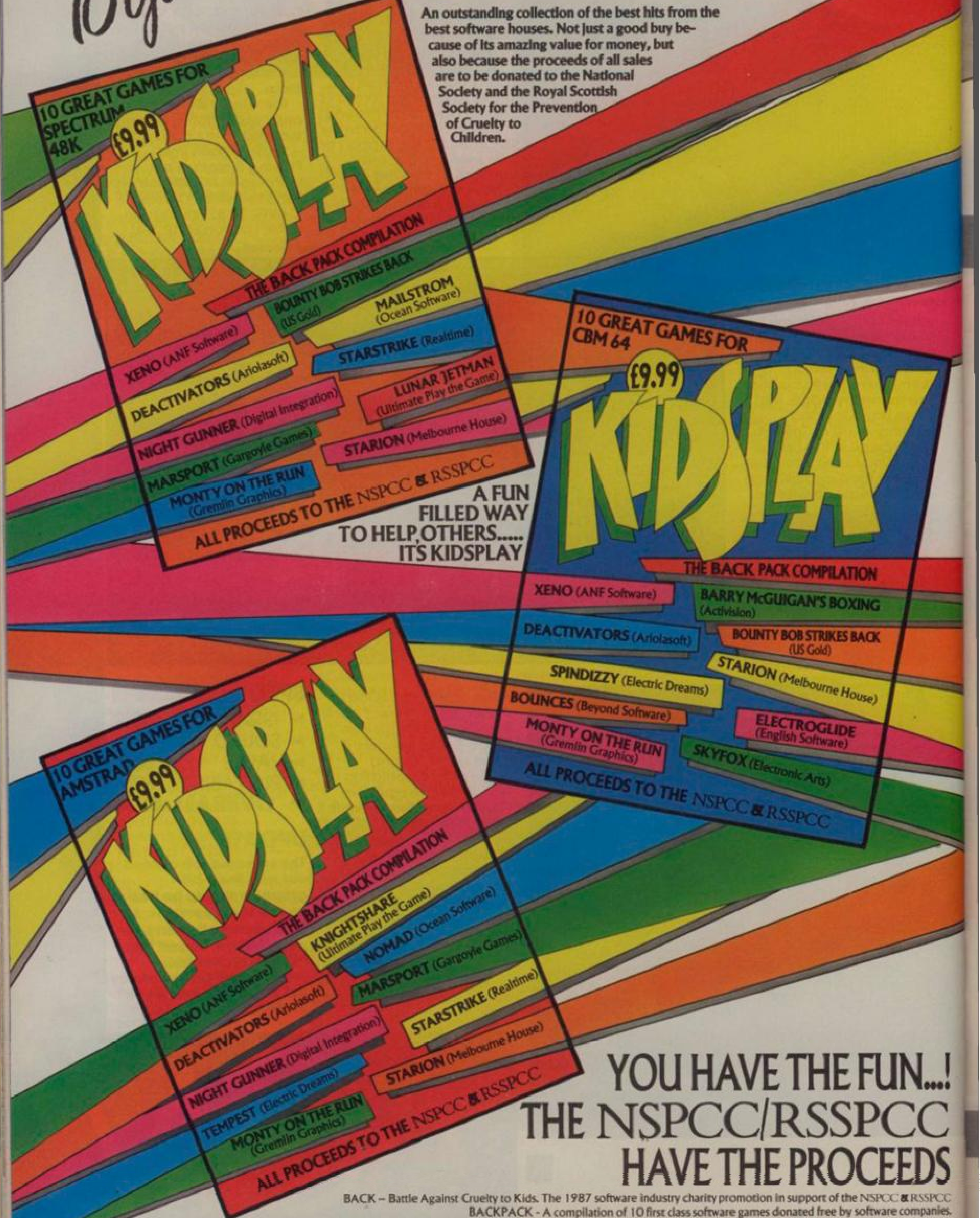
The splendid job carried out with the 8-bit graphics should be bested by the 16-bit versions. All 8-bit versions are on sale now. Amiga, ST and IBM PC and compatible versions will be on sale by the end of the first week in March.

AGM

THE ALLTIME GREATEST

10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.


10 GREAT GAMES FOR SPECTRUM 48K
£9.99
KIDSPLAY
THE BACK PACK COMPILATION
BOUNTY BOB STRIKES BACK (US Gold)
MAILSTROM (Ocean Software)
XENO (ANF Software)
STARSTRIKE (Realtime)
DEACTIVATORS (Ariolasoft)
LUNAR JETMAN (Ultimate Play the Game)
NIGHT GUNNER (Digital Integration)
STARION (Melbourne House)
MARSPORT (Gargoyle Games)
MONTY ON THE RUN (Gremlin Graphics)
ALL PROCEEDS TO THE NSPCC & RSSPCC
10 GREAT GAMES FOR CBM 64
£9.99
KIDSPLAY
THE BACK PACK COMPILATION
XENO (ANF Software)
BARRY McGUIGAN'S BOXING (Activision)
DEACTIVATORS (Ariolasoft)
BOUNTY BOB STRIKES BACK (US Gold)
STARION (Melbourne House)
SPINDIZZY (Electric Dreams)
BOUNCES (Beyond Software)
ELECTROGLIDE (English Software)
MONTY ON THE RUN (Gremlin Graphics)
SKYFOX (Electronic Arts)
ALL PROCEEDS TO THE NSPCC & RSSPCC
10 GREAT GAMES FOR AMSTRAD
£9.99
KIDSPLAY
THE BACK PACK COMPILATION
KNIGHTSHARE (Ultimate Play the Game)
NOMAD (Ocean Software)
XENO (ANF Software)
MARSPORT (Gargoyle Games)
DEACTIVATORS (Ariolasoft)
STARSTRIKE (Realtime)
NIGHT GUNNER (Digital Integration)
STARION (Melbourne House)
TEMPEST (Electric Dreams)
MONTY ON THE RUN (Gremlin Graphics)
ALL PROCEEDS TO THE NSPCC & RSSPCC

A FUN FILLED WAY TO HELP,OTHERS..... IT'S KIDSPLAY

YOU HAVE THE FUN...!
THE NSPCC/RSSPCC
HAVE THE PROCEEDS

BACK – Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC
BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPLAY thanks this magazine and the following companies for the generous donation of their services: CAMEL ADVERTISING, G & L SERVICES, ROWLEY STUDIOS, FRIARSGATE STUDIOS, PRE-PRESS SERVICES, CRYSTAL DESIGN, AMPERSAND, STEEL SPLASH, PRINTING CENTRE, LYNE PRINTERS, WILLBOND ARTISTS, PAUL CANNY, D. J. ROWE and INTER MEDIATES

PlayMasters

Well, here we are again! This month there's a full four pages of POKEs, listings, hints and tips for just about every machine available. Who says you can't please all of the people all of the time? If you've got anything in the way of tips, maps or POKEs, send them in to me at: PLAYMASTERS, C + VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a big bungle of software on offer for the best tips of the month – the winners this month are Sean and Adrian Meads, Ferdose Ahmed and Jamie Brayley. They all win a load of the latest and greatest games for their computers.

Julian Rignall

From next month, Playmasters will be featuring a highscore table. It's called THE PLAYMASTERS, and will feature three separate sections: arcade, computers and consoles. So, if you're a bit of a gamesplaying whizz, send in your scores on a postcard or the back of a sealed envelope, and you could see your name up in lights. Don't forget to say which machine your score was achieved on. If your highscore was achieved in an arcade, don't forget to include the initials with which you register your score – JAZ, MJD etc.

Send your mega-scores to: THE PLAYMASTERS HIGHSCORES, C + VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, and become a megastar.

LAST NINJA II

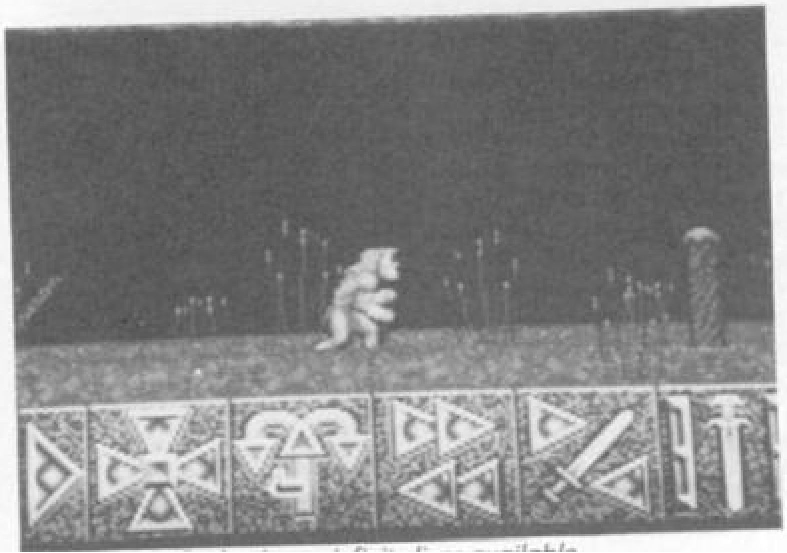
Jamie Brayley has a quick tip for Spectrum players of this brilliant Ninja game. When fighting, hold down the pause (H) key, and your opponent's energy goes down.

BRAINSTORM

Another Jamie Brayley tip, this time for the Spectrum version of last month's C + VG free game. Before you press the fire button select "play game", hold down 1, 2 and 3 to get into the editor mode, or 2 and 4 to access the block puzzle game.

FRANK BRUNO'S BIG BOX

If you're a Spectrum +3 owner with the disk version of this compilation, take heed of Jamie Brayley's advice. Insert the disk and select a game as usual. When it's loading, hold down the break key and select +3 basic. Then put in the relevant POKE before the RANDOMIZE or RUN USR command. Don't forget to put the colon after your POKE.



▲ *Spectrum Barbarian – infinite lives available.*

BATTY
POKE 47633,0:
BOMBJACK
49984,0:
COMMANDO
60692,201:POKE 27654,0:
GHOSTS 'N' GOBLINS*
POKE 33352,201:
1942
POKE 52472,0:
SABOTEUR*
POKE 46998,0:POKE 29894,0
SCOOBY DOO*
POKE 29614,0

The POKEs marked with a *also work with a Multiface.

TARGET RENEGADE

When you're loading the Spectrum version of this ace beat 'em up, type LOAD "": REM TARGET RENEGADE, and you'll be awarded with full energy when you tackle a new level. Cheers to Ferdose Ahmed of New Southgate, London for that.

USING
HOLDING
615000
06:02:28

▼ *Last Ninja 2 – enemy energy drain.*

TYPHOON

If you want infinite lives for the Spectrum version of this shoot 'em up, type in this listing from Ferdose Ahmed.

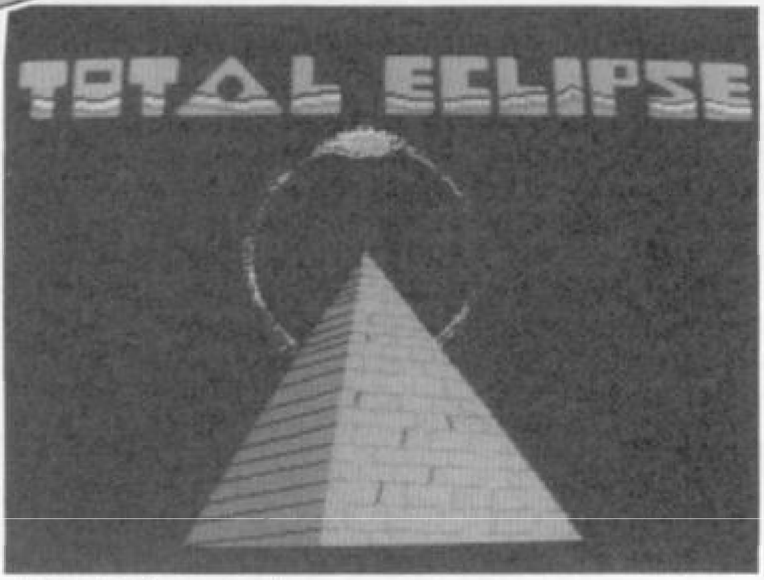
```
10 CLEAR 24575: LOAD "" CODE 65024
20 POKE 65039,251: POKE 65040,201: RANDOMIZE USR 65024: POKE 65317,91
30 FOR F = 23296 TO 23305: READ A: POKE F,A: NEXT F: RANDOMIZE USR 65280
40 DATA 175,50,231,152,50,135,153,195,0,255
```

BARBARIAN

Here's another infinite lives listing, this time for the Spectrum version of this Psygnosis arcade adventure. Just type it in and RUN it, and don't forget to say thanks to Ferdose Ahmed, who sent it in.

```
10 REM BARBARIAN (PSYGNOSIS) POKE
20 REM
30 LOAD "" CODE: POKE 39830,12: POKE 39831,250
40 RANDOMIZE USR 39680: POKE 37480,36
50 FOR F = 64000 TO 64007: READ A: POKE F,A: NEXT F
60 RANDOMIZE USR 64000
70 DATA 175,50,214,148,195,102,237,0
```

Play Masters



▲ *Total Eclipse solved!*

R-TYPE

Jerry Hogson from Shortstown, Bedfordshire has found an amusing little bug in the C64 version of this arcade game. When you confront the big alien at the end of level one, and it starts to advance towards the R-9, just beam up and keep your finger on the fire button and you can go right through it. It reappears again, and you can have another crack at destroying it.

AFTERBURNER

ST players of this grotty conversion can access a level select by pausing the game and typing AGES. The game restarts, and you can skip levels using the less than and greater than keys. Cheers to Darren Short of Petts Wood, Kent, for that little tiplet.

OUTRUN

Sega players are advised to keep on taking right turns for the fastest times. At least, that's what Jason Duncan from Peterhead, Aberdeenshire says.

AFTERBURNER

Jason Duncan has another Sega tip. When you're confronted with the flying fortress after stage six, guide your plane to the top left of the screen, and you're transported to level seven. Later confrontations can also be dodged in the same way.

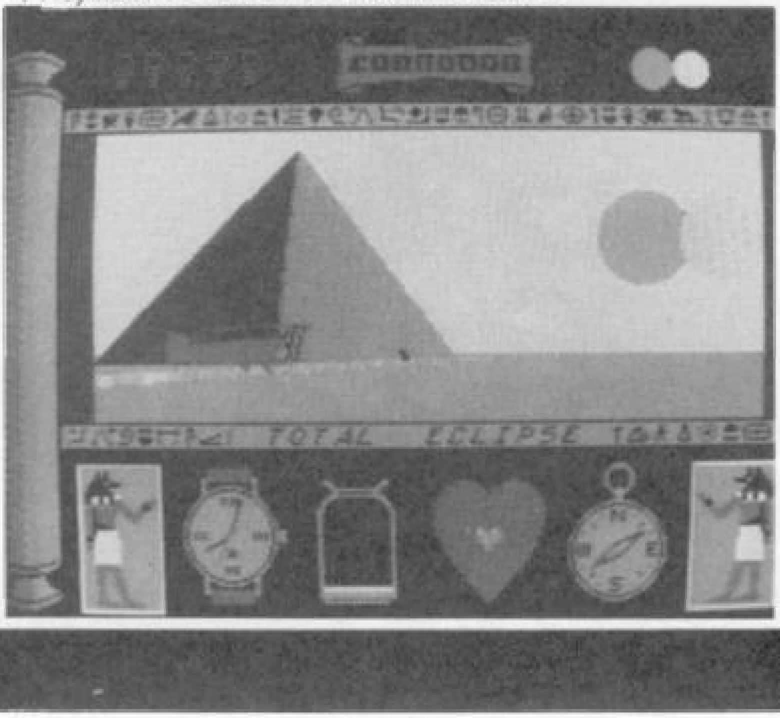
TOTAL ECLIPSE

Daryl Baker of Minehead, Somerset, is a bit of a whizz on this game – in fact he's solved it completely. And he's decided to share his tips with you lot. So if you're stuck in the pyramid, read on and your predicament will be solved.

Get onto the aeroplane wing and collect the ANKH. Go round to the back of the pyramid and enter the door. Shoot the block which is across the doorway. Face north and exit the pyramid. Go round to the front of the pyramid and enter. Collect ANKH and exit via the north door. Shoot the block that's next to the diamond. This makes steps appear from the door on the east wall. Go up the stairs and go through door. Shoot the Mummy's head to stop it firing. Go north. Shoot arrow. Go down steps. Shoot the bar that's across the floor a couple of times. Walk up to the wall, face north and walk into the block. This reveals a door leading to ILLUSION. Enter this door.

Go N, E, S, N, N and go up the steps into SAHARA A. Behind the block which you emerged from is a symbol on the ground. Shoot this object. Enter the door and go west through the exit. This takes you to ILLUSION D. Go through the door at the top of the stairs. Go south through the door. Go west through the door. Shoot the slab that's blocking the stairs, go up the stairs and through the door. Go east. Go downstairs, pick up ANKH, go back up the stairs and go through. Face north and go through the centre door. Go north. Face west and go through door. Shoot eye and exit through east door. Go south. Go south. Go through left door on north wall. Go downstairs and go up west stairs and through the door. Go upstairs and through slim door. Shoot rope that holds ANKH symbol and collect it. Go south. Go downstairs and go through door which is under the stairs. Go across walkway and through door. Go through the door which is at the top of the stairs. Face east and shoot the top door; this produces stairs. Go up these and through the door, and again south through door. Fall through hole in floor. Go north. Go north through slim door. Face west and shoot wall. Collect ANKH. Go north through door. Go east. Collect ANKH from understairs. Go west. Go south four times. Go through left door on north wall. Go down stairs and through west door. Collect ANKH symbol. Go through slim door at top of stairs. Go south. Go through door under stairs. Go across walkway and through the door. Go west through door. Go forward and fall off platform, then go through north door. Go through fourth door. Go through second door (not the one you just came out of). Walk down the steps to the floor and push the block to fill the gap. Go south. Shoot blocks and exit east. Go north *twice and go to the front of the* pyramid and enter it. Go north, west and through slim door. Go south. Go through door understairs. Go across walkway and through door. Go west. Go forward and fall off platform, then go through north door. Go through fourth door, then through second door (not the one you came out of). Walk to other side. Shoot head and go back through the middle door. Go south three times. Shoot walkway so that you can walk onto it. Move to the middle, face downwards and fire. Now walk towards the other door and go through. Shoot block. Go west. Shoot walkway so that you can go into it. Move to the middle. Face downwards and fire. Now walk towards the other door and go through. Walk into the block on the wall and eventually you'll be transported. Go through slim door. Go upstairs and through door. Face east. Shoot top door and walk up the stairs before they disappear. Go through the door. Go east, south and climb stairs and go through door. (SAVE GAME).

▼ *Playmasters reveals the secrets of the ancients.*



Walk upstairs until you can go no further. Duck down and go forwards once only. Press H once and the passage opens up. Press H again to go to the shrine. Make sure that you can't be shot by the gun which is on the ceiling. This involves moving close to the STATUE. Now start firing at it for a long time and you'll complete the game. Hoorah!

ELITE

This Amiga cheat was discovered by a number of people, but Richard Panman of East Horsley, Surrey was the first to send it in. When you're asked for a word from the space trader's manual, type in SARA. When prompted again, type the correct word. Press any key to get the "Load New Commander (Y/N)" and type N. When the status screen appears, press the *key on the numeric keypad, and this presents you with a load of code in hexadecimal and the prompt "change byte number?" Type in the codes and values below to get the things you want.

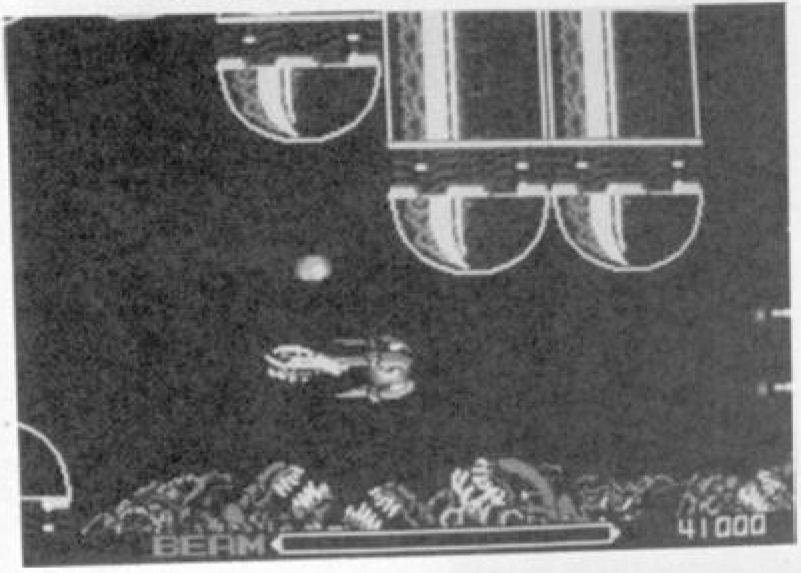
BYTE	VALUE	EFFECT
22	01	Large Cargo Bay
24	01	ECM System
2A	01	Fuel Scoops
2C	01	Escape Capsule
30	01	Energy Unit
32	01	Docking computer
34	01	Galactic Hyerpdrive
3A	01	Retro Rocket
3C	01	ECM Jammer
3E	01	Cloaking Device
90	01	Legal Status Fugitive
91	01	Legal Status Offender
97	01-08	Harmless to ELITE
80	01	16t Alien Items
84	01	16t Medical Supplies
88	01	Unhappy Refugees
8C	01	Thargoid Document
2E	01	Energy Bomb
27	0F	Pulse Lasers all sides*
39	FF	Military Lasers all sides**
21	01-04	Missiles (0-4)

***IF 39 = 00**
****IF 27 = 00**

For loads of money (1677721.6 Cr) use

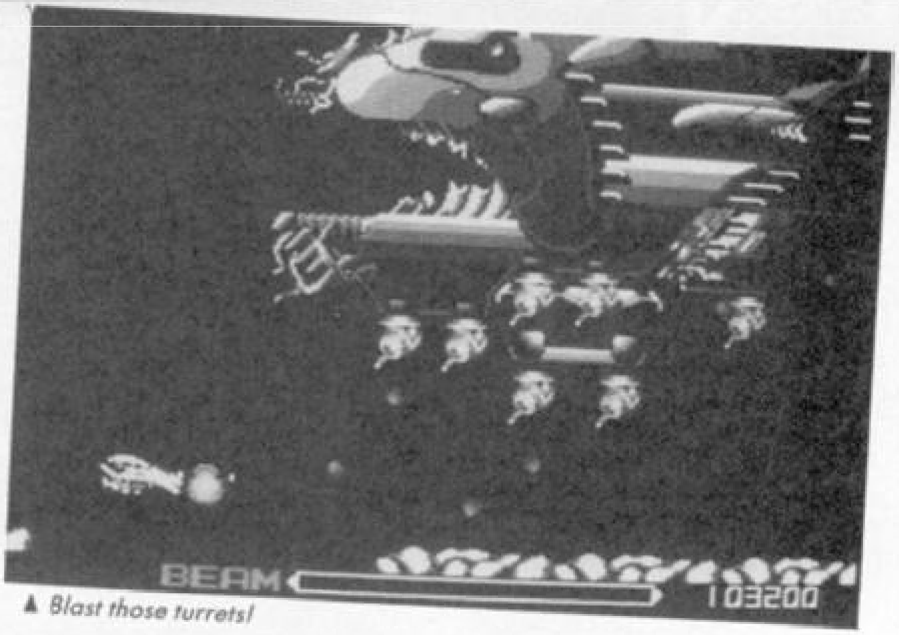
19	**FF**
1A	**FF**
1B	**FF**

▼ R-Type now snake-free.



R-TYPE

This is a bit of a weird tip, sent in by Philip Hogg of Maghull, Merseyside. He's obviously a compulsive disk-swapper, because the tip he's got is for ST owners with R-Type and Afterburner. Play the game up to level two. When you've lost your lives, don't take another credit, and let it reload the title screen. Take out R-Type disk B and insert a disk B of Afterburner. Press fire to start. After a while level two appears, but with the difficulty of level one. At the end, the heart doesn't have the snake, so you can blow it up with ease. Now insert R-Type disk B again and you'll start level two again with loads of weapons and a highscore. Hmmm.



▲ Blast those turrets!

GAUNTLET II

Matt Hall, who lives in Ripley, Derbyshire has found a neat way of getting through the really tough screens. Pause the game for three minutes and then press fire and all the walls become exits. This happens while you're playing – but if you use pause you don't lose any energy!

OPERATION WOLF

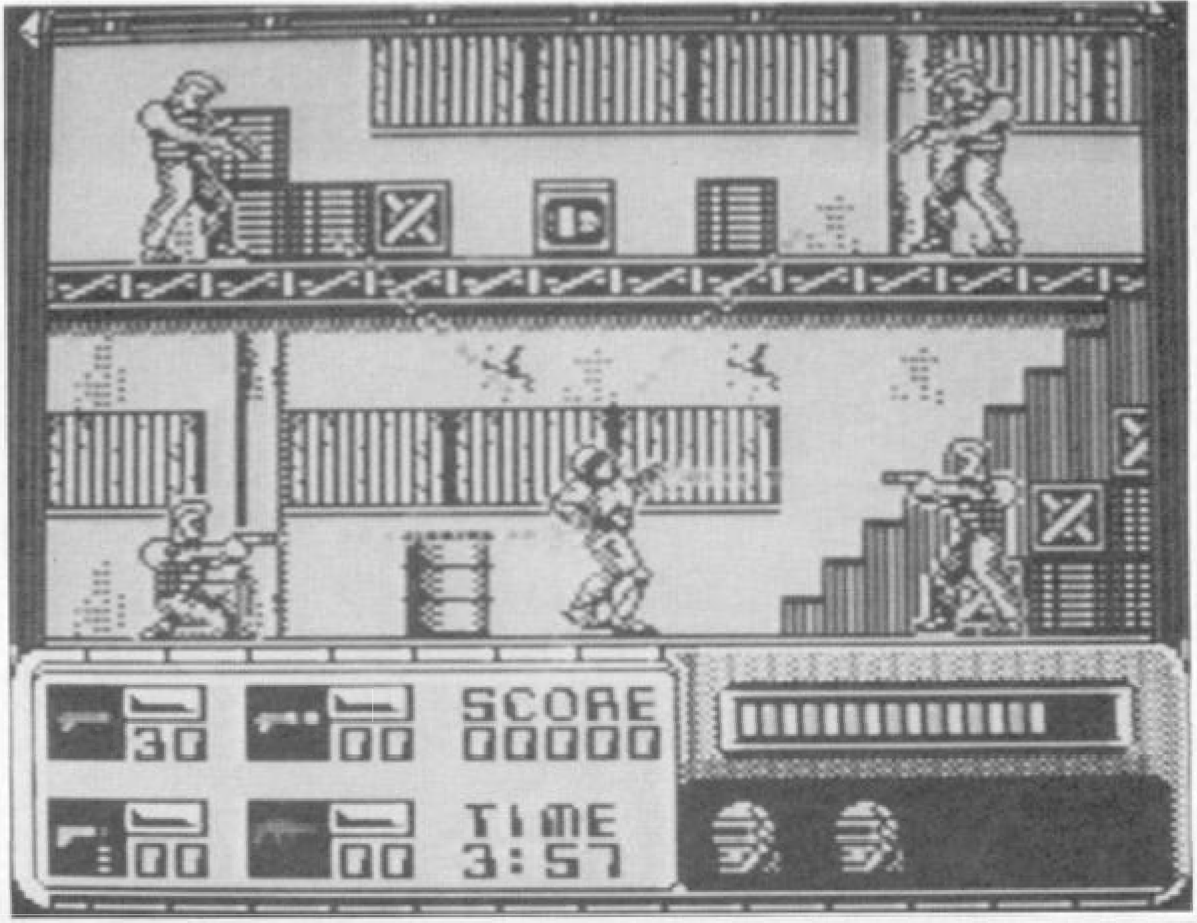
Kingsley Hyam reckons that if you load the 128k Spectrum version into 48k mode, the program starts on level six.

ROBOCOP

Calling all C64 owners! Sean and Adrian Means from East Oakley, Hants, have an utterly fab series of listings for this Ocean tie-in. First up is a reset POKE for disk owners, but unfortunately they only work on the first level. Load the game, reset the machine and type POKE 35028, 173 (to speed up the game), POKE 33034, 173 for no enemies, POKE 44179, 96 for infinite time

Cont. P.76

▼ "Come quietly, or there will be trouble!"



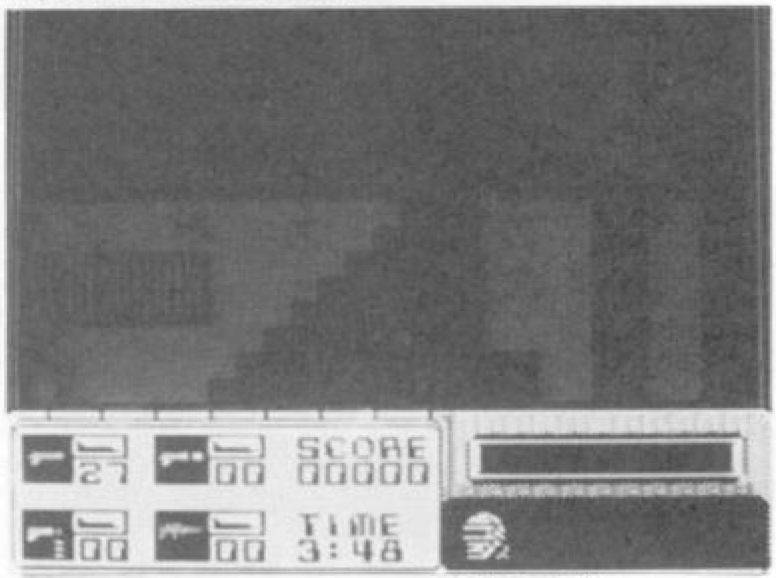
and POKE 44392, 96 for infinite lives.

Then enter SYS 32768 to restart. If you're a cassette owner, type in the following listing, bung the tape into the deck, RUN the program and press play on tape.

```
0  REM **** SEAN + ADE
   ROBOCOP POKES ****
1  POKE53280,
   0:POKE53281
   ,0:PRINTCHR$ (147);
   "SEAN AND ADRIAN
   PRESENT -
   ROBOPOKES (DOWN)
   (DOWN)"
2  FORI = 11TOOSTEP-1:
   PRINTTAB (I); "SEAN
   AND ADRIAN IN 1989 . . .
   (UP)":NEXT:PRINT:
   PRINT
3  FORI = OTO5:PRINTTA-
   B
   (I); "A FORCE TO BE
   RECKONED WITH . . .
   (UP)":NEXT: PRINT
10 FORI = 352TO468:REA-
   DA:
   POKEI,
   A:C = C + A:NEXT
15 IF C     16583 THEN
   PRINT "ERROR IN
   DATA!!!":END
18 SYS368
20 DATA
   72,169,131,141,89,1,169,
   1,141,90,1,104,173,
   32,208
30 DATA
   96,32,86,245,169,1,
   141,86,3,169,96,141,85,
   3,169,32,141,84,3,96
40 DATA
   169,96,141,104,173,141,
   147,172,169,
   96,141,233,246,141,
   238,246
50 DATA
   169,36,141,235,246,169,
   110,141,240,
   246,162,176,142,
   241,246,232
60 DATA
   142,236,246,169,179,
   141,243,246,169,1,
   141,244,246,76,0,128,
   169,96
70 DATA
   141,159,185,141,164,
   185,169,164,
   141,161,185,169,
   168,141,162,185
80 DATA
   169,221,141,166,185,
   169,167,141,167,185,
   76,0,128,83,43,65
```

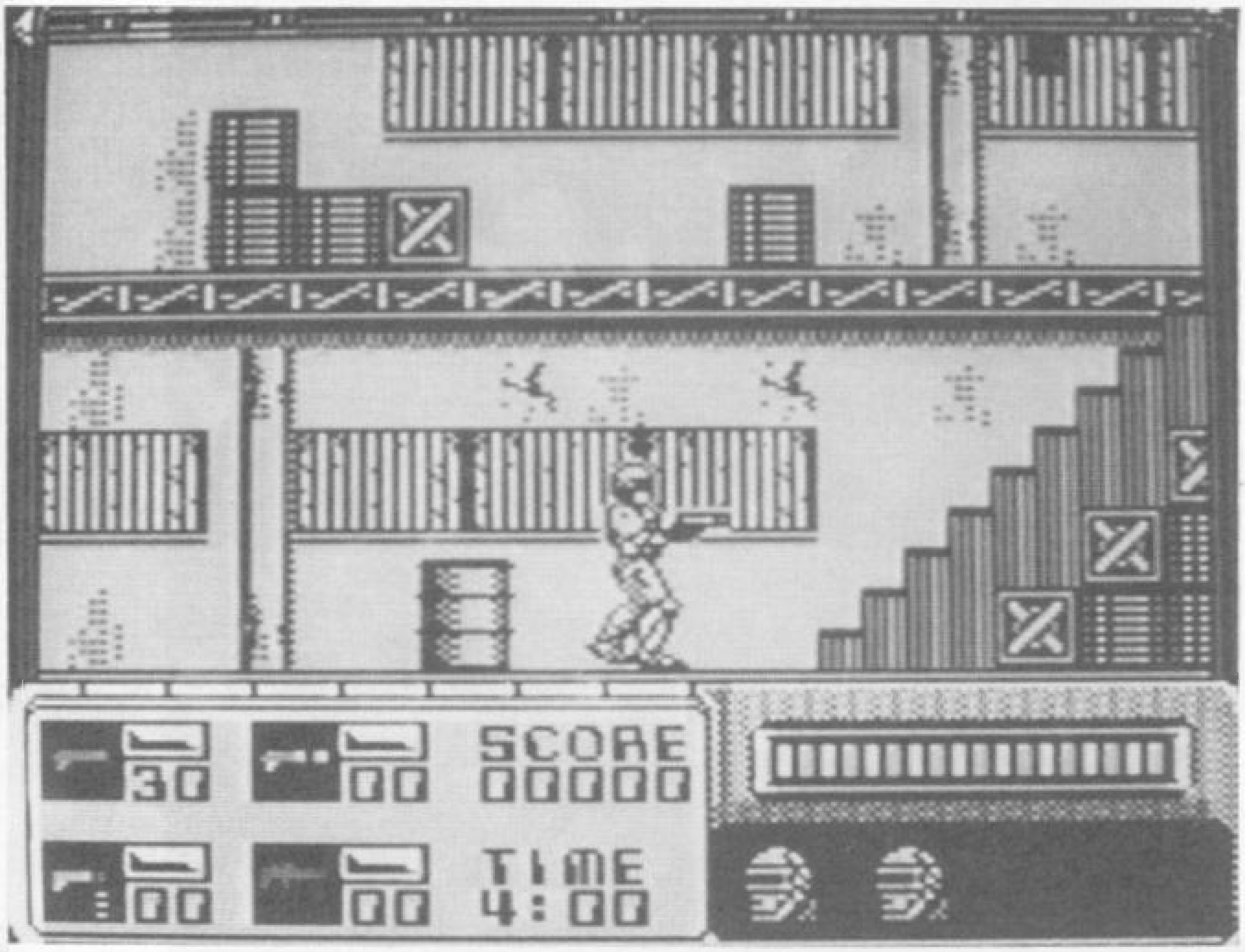
If you want a good laugh, get to level three, reset the machine and enter and RUN the following listing – it's a R-r-robocop r-rapper!

```
0  REM * ROBO-RAP
   SPEECH LEVEL 3*
1  REM * BY SEAN/ADE
   MEADS IN 1989! *
3  REM LOOK OUT FOR
   OUR SAMPLE MUSIC
   MAKER/PLAYER -
   SOON TO BE
   RELEASED!!
5  FORI = 49152T049216:-
   READA:
   POKEI,A:NEXTI
6  POKE53265,
   0:SYS49152
10 DATA
   120,169,53,133,1,160,5,-
   32
20 DATA
   97,236,32,123,236,169,
   245,141
30 DATA
   113,236,206,124,236,
   136,208,239
40 DATA 169,245,141,103,
   236,169,254,141
50 DATA
   113,236,32,97,236,
   32,123,236
60 DATA 238,124,236,200,
   192,9,208,242
70 DATA 169,236,141,103,
   236,169,6,141
80 DATA
   124,236,76,0,192,83,69,
   65,78,45,65,68,69,0
```



▲ *Robo-cops it.*

▼ *Invincible Robocop ready for action.*



BRAINSTORM

C64 owners of C + VG's free game can use this Sean and Adrian Meads POKE to get unlimited lives. Just load the game, reset the computer and type POKE 18281, 173 and then SYS 16384 to restart.

520ST-FM SUPER PACK

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

With SM124 mono monitor: £498 INC VAT
With SC1224 colour monitor: £698 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.

£499
INCLUDING VAT

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
	NORMAL RRP:	£884.82
	LESS DISCOUNT:	-£385.82
	PROFESSIONAL PACK PRICE:	£499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST
£899 INC VAT
+ mono monitor = £998
+ colour monitor = £1198

4Mb MEGA ST
£1199 INC VAT
+ mono monitor = £1298
+ colour monitor = £1498

DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- * TEXT-FLOW AROUND GRAPHICS
- * ROTATION OF TEXT & GRAPHICS
- * SLANT OR TWIST ANY OBJECT
- * POSTSCRIPT COMPATIBLE
- * TAG FUNCTION
- * AUTO/MANUAL KERNING & HYPHENATION
- * GROUPING OF OBJECTS

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK

WITH BUILT-IN 1Mb DISK DRIVE

The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260 +VAT= £299

ONLY £2.51 PER WEEK
RETURN COUPON FOR DETAILS

+ SM124 mono monitor: £398 INC VAT
+ SC1224 colour monitor: £598 INC VAT

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

To: Silica Shop Ltd, Dept CVG 0389, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX.

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

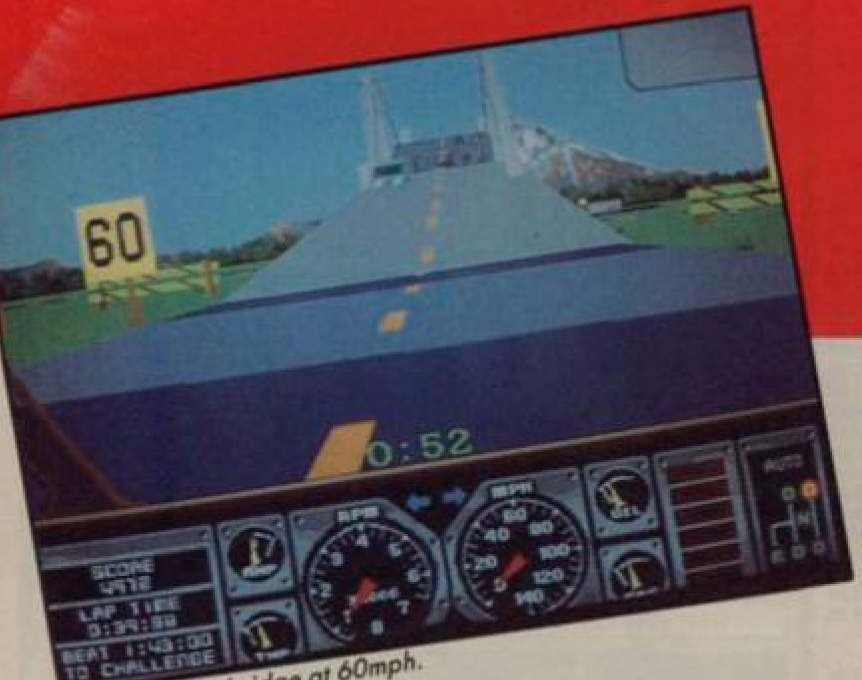
.... Postcode: ....

Do you already own a computer
If so, which one do you own? ....

DTP ☐

ARCADE

This month Clare Edgely and Julian Rignall visit the Amusement and Trade


60
0:52
SCORE 4972
LAP TIME 0:39:38
BEAT 1:43:00 TO CHALLENGE
RPM
MPH
AUTO

▲ *Jump the bridge at 60mph.*

HARD DRIVIN

Based on a Chevrolet Corvette with the graphics of a Ferrari Testerossa, Atari's latest blockbuster *Hard Drivin'* takes racing sims into a new dimension.

And that's because *Hard Drivin'* is the closest you're ever going to get to a true driving simulator in the arcades. In fact, it was originally designed to be a driving school simulator until someone woke up to the fact that it would make lots more cash as a coin-op.

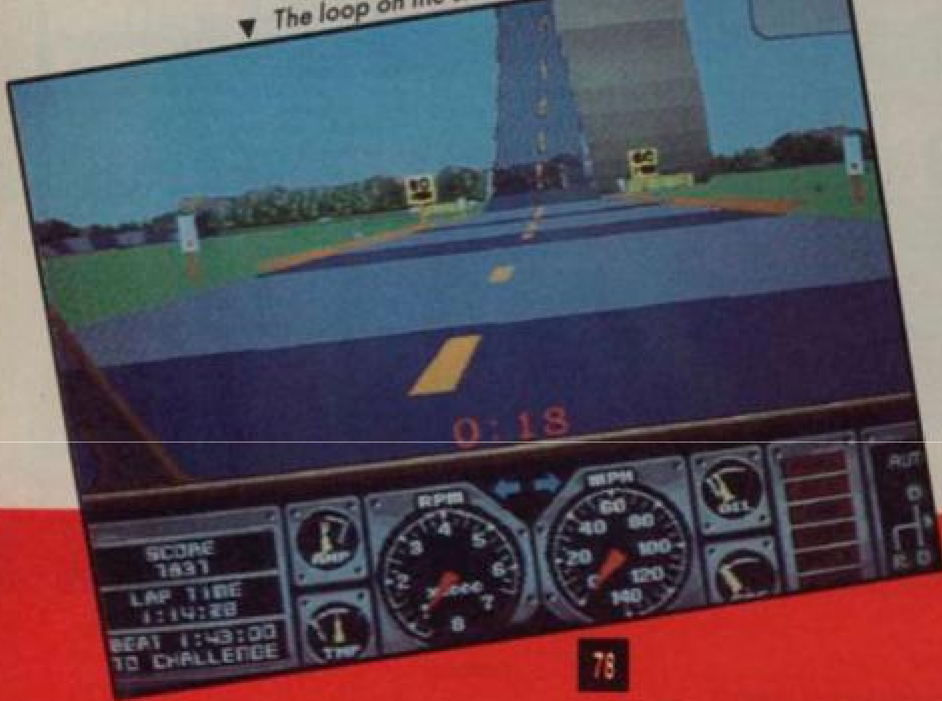
Designed around a revolutionary new cabinet, with an adjustable sliding seat which swings out sideways, marvellous graphics and a proper manual gear stick, *Hard Drivin'* really tests your prowess on the roads.

And it's far from boring. As soon as the decision to stick the game into the arcades was made, a stunt track was added. So now you can go bananas at the wheel and still remain in one piece. Loop the loop, speed up ramps to jump draw bridges and hurtle round roller coaster tracks. Before each stunt, stay within the suggested speed setting or you're likely to come unstuck in mid-air. Even more fun, if you do get it wrong an action replay immediately follows.

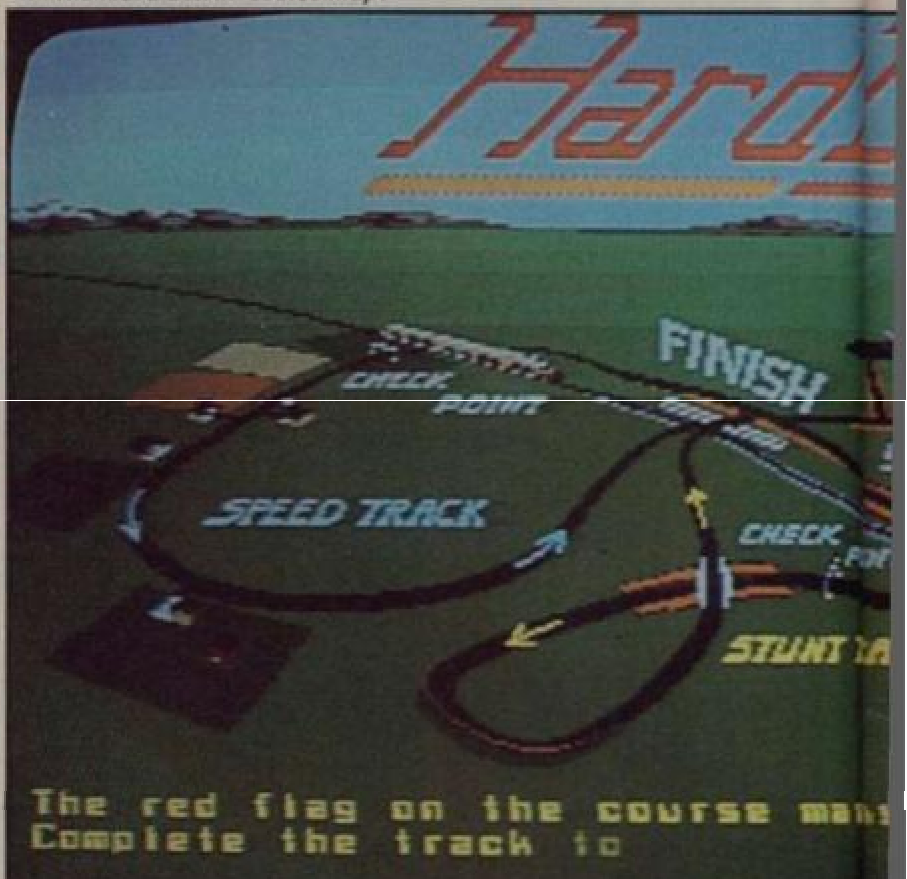
I could go on extolling the features of this incredible piece of programming – it's more than just a game. As well as manual gear there is an auto option, as well as the stunt track there is the more usual race round a conventional course. Sound, graphics and feel are all there. And what's more the whole thing is started with an ignition key!

So turn that key, get into gear and take *Hard Drivin'* for a test run.

▼ *The loop on the stunt track.*

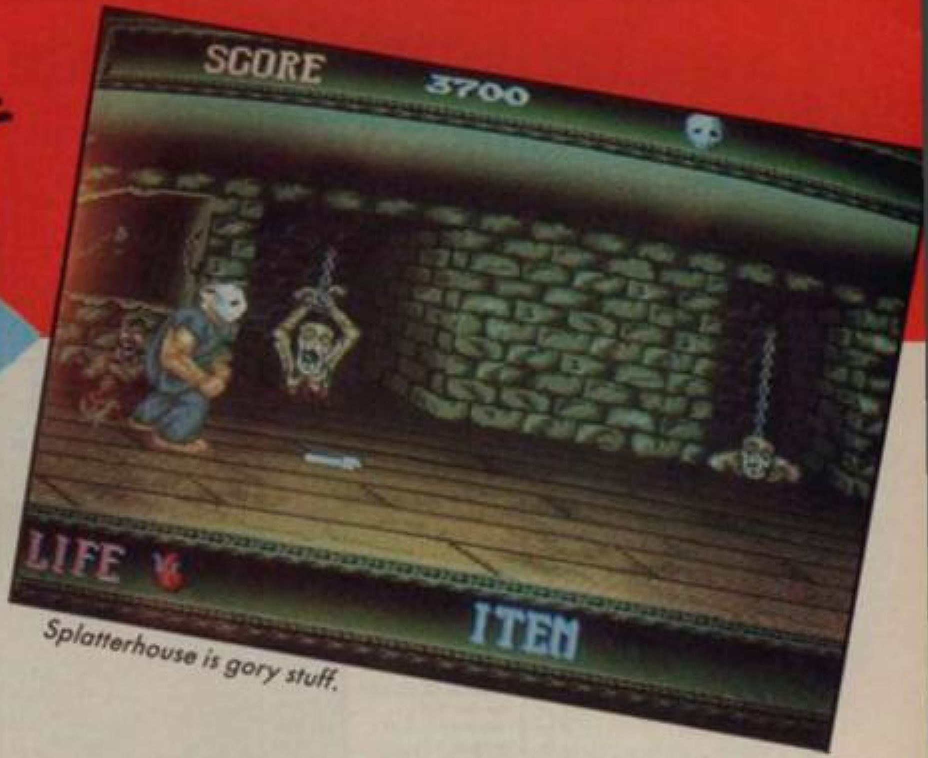

0:18
SCORE 1831
LAP TIME 1:14:28
BEAT 1:43:00 TO CHALLENGE
RPM
MPH
AUT

▼ *The Hard Drivin' course map.*


Hard
FINISH
CHECK POINT
SPEED TRACK
CHECK
STUNT
SCORE 2177
LAP TIME 0:21:03
BEAT 1:43:00 TO CHALLENGE
AMP
TMP
RPM

The red flag on the course ma
Complete the track to

E ACTION


SCORE 3700
LIFE
ITEM

Splatterhouse is gory stuff.

Exhibition in Olympia to bring you news of the latest releases on the arcade scene.

Drivin'
SPEED TRACK
START
POINT
T TRACK
arks the last point passed.
MPH
60
40
80
20
100
120
140
OIL
GAS
FUEL
OIL
AMP
TEMP
BELT
WZRD
AUTO
D
D
N
R
D
D

SPLATTERHOUSE

Playing Namco's *Splatterhouse* is like walking into the little shop of horrors.

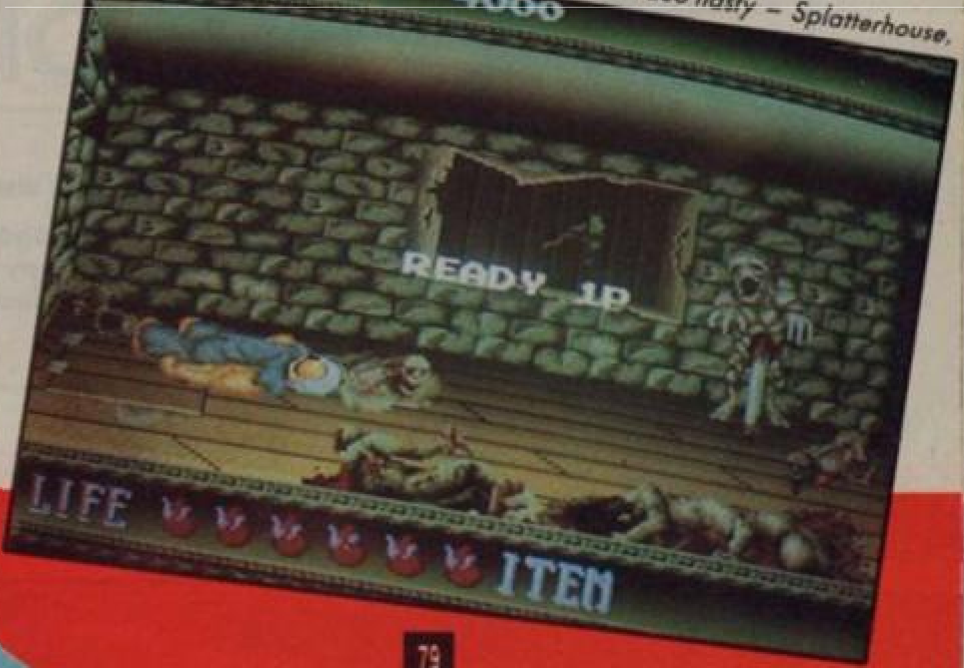
It's a bash'em up of sorts with you, the masked hero, up against hordes of zombies and slimy remains from bygone days. Armed with a meat cleaver you stalk dank corridors, persued by hosts of the undead. Punch or slash at them and you'll be sprayed with revolting green gunge as they fall to the ground.

Skeletons drop from the roof dangling by chains, pools of slippery gloop slither to the floor, and deadly spikes impale you. As you will gather, there's nothing subtle or nice about *Splatterhouse.*

Killing your deadly foe is fairly simple. A well-timed kick does the trick, or a swipe with the meat cleaver is just as effective. However, the going gets harder in the second scene where you're locked in a room with masses of sharp-toothed snake-like creatures which fly out of their nests to fasten their jaws on your legs and arms. Though it's quite horrible, the action is fast and your only hope is to punch and kick your way out of trouble.

Splatterhouse is going to appeal to horror addicts. If coin-ops could give out smells this one would reek of an abbatoir.

▼ A real video nasty – Splatterhouse.


SCORE 4000
READY 1P
LIFE
ITEM

The Instant Catalog

ALL TITLES IN STOCK

SPECTRUM	CASS
4 Soccer Simulators	6.45
After Burner	6.45
Barbarian II	6.45
Bard's Tale	6.50
Batman - Caped Crusader	5.95
Command Performance	9.99
Cybernoid II	5.50
Exploding Fist Plus	5.25
Fists "N" Throttles	8.75
Football Manager II	5.75
Frank Bruno's Big Box	8.75
Game Over II	6.50
Game Set and Match 2	8.75
Giants	9.99
Gold Silver Bronze	9.99
Heroes of the Lance	7.99
In Crowd - Compilation	8.75
Laser Squad	6.25
Last Ninja II	8.95
Leader Board Par 3	9.99
Mega Games Vol 1	9.95
Mickey Mouse	5.25
Operation Wolf	5.50
Pacmania	5.95
R-Type	6.45
Rambo III	5.95
Return of the Jedi	6.45
Road Blasters	5.99
Robocop	6.25
Savage	5.95
Spitting Image	6.45
Supreme Challenge	8.75
Taito Coin-op Hits	8.95
Techno Cop	5.50
Thunder Blade	6.50
Tiger Road	6.25
Total Eclipse	6.45
Ultimate - The Works	8.95

COMMODORE 64	CASS	DISK
4 Soccer Simulators	6.50	9.25
10 Great Games Vol 3	9.99	11.99
Afterburner	6.95	9.99
Armalyte	6.45	8.75
Barbarian II	6.45	8.75
Batman - Caped Crusader	6.45	9.45
Bombuzal	6.45	8.75
Caveman Ugh Lympics	7.25	10.50
Command Performance	9.99	10.75
Crazy Cars	6.50	9.50
Cybernoid II	6.45	9.99
Double Dragon	6.50	9.99
Emlyn Hughes Int Soccer	6.45	8.75
Exploding Fist Plus	6.45	8.75
Fists 'N' Throttles	8.75	9.99
Football Manager II	6.45	9.99
Frank Bruno's Big Box	8.75	9.99
Game, Set and Match 2	8.75	11.99
Games: Summer Edition	9.99	11.99
Giants	9.99	11.99
Last Ninja 2	8.75	9.99
Leader Board Par 4	10.99	12.99
Mega Games Vol 1	9.99	10.99
Menace	6.75	12.95
Mickey Mouse	6.45	9.99
Microprose Micro Soccer	9.95	12.99
Operation Wolf	6.45	9.99
Pacmania	6.45	9.99
Rambo III	6.45	9.99
Robocop	6.45	9.99
R-Type	6.45	9.99
Sports World 88	9.99	10.99
Supreme Challenge	8.75	11.50
Taito Coin-op Hits	9.99	12.99
Thunder Blade	6.95	10.99
Tiger Road	6.95	10.99
Times of Lore	6.45	8.99
Total Eclipse	6.45	8.75
Techno Cop	7.45	10.75

ATARI ST	DISK
5 Star Compilation	14.75
Action ST Compilation	11.99
After Burner	13.99
Batman	12.50
Bombuzal	14.75
Captain Fizz	9.99
Crazy Cars II	12.50
Double Dragon	11.99
Dungeon Master	14.75
Eliminator	13.99
Elite	14.75
Falcon	14.75
Flying Shark	14.75
Garfield	11.99
Heroes of Lance AD&D	17.25
Hostages	14.75
International Karate (IK+)	11.99
Joan of Arc	13.99
Leaderboard Birdie	13.99
Leisure Suit Larry II	21.50
Lombard RAC Rally	14.75
Manhattan Dealers	12.50
Mickey Mouse	13.99
Nebulus	13.99
Operation Wolf	11.99
Pacmania	11.99
Powerdrome	17.25
Purple Saturn Day	14.75
R-Type	17.25
Rambo III	11.99
SDI	13.99
STOS - Games Creator	19.49
Speedball	14.75
Spitting Image	11.99
Teenage Queen	11.50
Thunder Blade	13.99
Times of Lore	15.25
Triad Vol 1	17.49
Wanted	11.50

PLANET'S Best Buy EST. 1988

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.

WE ACCEPT EXPRESS VOUCHERS

☎ 0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

*** MAIL SOFT ***

SIMPLY THE CHEAPEST MAIL ORDER COMPANY

Software	ST	Amiga	IBM
1943	14.99	17.99	
19	12.99	12.99	
3D Helicopter	15.99	15.99	14.99
3D Wander	11.89	14.99	
5 Star Hits ST	14.99		
Action Service	11.89	11.89	14.99
Action ST	15.99		
After Burner	12.99	15.99	
Alien Syndrome	11.89	11.89	
Artura	15.99		
Balance of Power	19.99	19.99	18.75
Barbarian II	11.89	11.89	
Barbarian-PSY	14.99	14.99	
Batman	11.89	14.99	
Battle Chess		17.99	18.75
Bermuda Triangle	15.99	15.99	
Bionic Commando	14.89	17.99	15.99
Black Tiger	14.99	17.99	
Blazing Barrels	11.89	11.89	
Bomb Jack	11.89	14.89	
Bubble Bobble	11.89	11.89	
Buggy Boy	11.89	14.89	
Butcher Hill	14.99	14.99	
Capone	19.99	19.99	
Captain Blood	14.89	14.89	
Carrier Command	14.89	14.89	
California Games		14.99	18.85
Chessmaster 2000	17.50	17.50	18.75
Chuck Yeagers		17.50	18.75
Corruption	14.89	14.89	17.99
Dandy	12.99		
De Luxe Scrabble	12.99	12.99	18.75
Defender of Crown	19.99	19.99	19.99
Double Dragon	11.89	14.89	18.85
Dragon Ninja	11.89	14.89	
Driller	14.89	14.89	14.99
Dungeon Master	14.89	14.89	
D. Toms Olympics	11.89	14.89	
Echelon		19.99	14.99
Eliminator	11.89	11.89	
Elite	14.89	14.89	18.75
Empire	17.99	17.99	
Empire Strikes	11.89	11.89	
F16 – Falcon	15.99	20.99	24.99
F15 Combat Pilot	15.99	15.99	
Fernandez Must Die	14.99	14.99	
Final Command	17.50	17.50	
Flight Sim 3			41.99
Flight Sim	26.99	26.99	
Fish-Gremlin	22.99	22.99	
Foot Director II	11.89	11.89	13.99
Foot Manager 2	11.89	11.89	13.99
Foundation Waste	13.99	14.89	
Frontier	15.99	15.99	
Fusion	17.50	17.50	
Flying Shark	12.99		
Garrison 1 or 2		14.99	

Software	ST	Amiga	IBM
Ghost + Goblins	11.89	14.89	
Gnome Ranger	11.89	11.89	
Guerilla War	11.89	14.89	
Guild of Thieves	14.89	14.89	18.75
Gunship	14.89		27.99
Heroes of Lance	18.99	18.99	18.75
Hitchhiker Guide	16.99	16.99	
Hostages	14.89	14.89	
H.S. Mission II	14.99	14.99	
Interceptor		17.50	
Inter'al Soccer	11.89	11.89	
Iron Lord	16.99	16.99	
Jet	29.99	29.99	
Inter Karate +	11.89		
Kennedy Approach	16.99		
King of Chicago	19.99	19.99	22.99
Knight Orc	11.89	11.89	14.99
Lancelot	11.89	11.89	14.99
Lombard RAC Rally	14.89	14.89	18.75
Leaderboard Coll	15.99	18.99	
Leathernecks	11.89	11.89	
LED Storm	15.99	18.99	
Legend of Sword	11.89	14.89	
Linekers Hot Shot	15.99		
Linekers S. Skill	15.99		
Live + Let Die	11.89	11.89	
Mike Reads Quiz	11.89	14.89	
Motor Massacre	15.99	15.99	
Navcom 6	16.99	16.99	
Netherworld	11.89	11.89	
Nigel Mansells	17.50	17.50	
Night Raider	15.99	18.99	
Operation Wolf	11.89	14.89	
Outrun	14.99	14.99	
Overlander	11.89	14.89	
Overlord	11.89		
Pacland	11.89	11.89	
Pac-Mania	11.89	11.89	
Paper Boy	11.89	15.89	
Peter Beardsley	11.89	11.89	
Platoon	11.89	14.89	
Pool of Radiance	16.99	18.99	
POW	19.99	19.99	
Power Drome	17.50	17.50	
Pro Soccer	11.89	11.89	
Puffs Saga	17.50	17.50	
Quadralien	11.89	11.89	
Question of Sports	11.89	11.89	
Rambo III	11.89	14.89	14.99
Roger Rabbit		18.75	18.75
Return to Genesis	11.89	11.89	
Robocop	11.89	14.89	
Rocket Ranger	14.89	19.99	
R-Type	14.99	15.99	18.75
Sargon 3-Chess	16.99	16.99	
Scenary Disk 7	16.99	16.99	14.99
Scenary Disk XI	16.99		14.99

Software	ST	Amiga	IBM
Scenary DK Japan	13.99		
Scenary DK Europe	13.99		18.75
Scruples	12.99		18.85
Space Ball	15.99	18.99	
Skate Ball	15.99	17.50	
Spitting Images	11.89	11.89	
S. Harrier 1 or 2	12.99	14.89	
Sword of Sodan		22.00	
Speed Ball	14.89	14.89	18.75
Starglider 1 or 2	14.89	14.89	18.75
Stargoose	11.89		
Starray	14.89	14.89	
STOS	23.99		
Street Fighter	14.99	18.99	
Super Hang On	12.99		
Super Ice Hockey	14.89	14.89	18.75
Techno Cop	11.89	14.89	
Test Drive	17.50	17.50	18.75
The Pawn	14.89	14.89	18.75
Three Stooges	15.99	19.99	24.99
Thunder Blade	14.99	18.99	
Time Stood Still	11.89		
Time + Magik	11.89	11.89	14.99
Tracksuit Manager	13.99	11.89	
Triad Compilation	19.99	19.99	
Trivial Pursuit	11.89		18.75
Ultima 3 or 4	15.99	15.99	18.75
Trivial P. – New	14.89	14.89	18.75
Ultimate Golf	14.99	14.89	
UMS	14.89	14.89	18.75
UMS – DISK 1 or 2	8.99	8.99	9.99
Verminator	14.89	14.89	
Victory Road	11.89	14.89	
Virus	11.89	11.89	
War Middle Earth	14.89	14.89	
Wec Le Mans	11.89	14.89	
Whirligig	11.89	11.89	
Zynaps	11.89	11.89	

****ACCESS/JOYSTICKS****

IBM J/Stick + Card	35.99
Multiface ST	44.95
Head Cleaner 3.5"	6.99
Unbranded 10x3.5"	9.99
Cheetah Starfighter	13.99
Konix Navigator	13.99
Amiga Modulator	24.99
Comp Pro-Clear	12.99
Comp Pro-Extra	13.99
Quick Shot II	7.95
Quickshot 2 Turbo	9.99
Konix J/Stick	9.99
Konix Autofire	10.99

SPECIAL OFFER ON DISKS £10
SONY/KODAK/MAXELL/JVC
DYSAN DSDD ONLY £12.99

** PRICE MATCHING **

If you see a Software item advertised cheaper by another Company, send us the lower amount and we will match the price, this does not apply to other companies special offers. Access and Visa orders welcome.
P&P included in the U.K. on Software, Accessories add £1.00, EEC add £1.00 per item. Elsewhere add £2.00.
Cheques, P.O. payable to MAILSOFT (C + VG), P.O Box 589, London N15 6JJ. Please specify machine type in your order and also a second choice incase software is out of stock or not released yet. New releases will be sent out on day of release.

TWITCH
TWITCH
VID CHAMP

Get It!!

Before It

Stonks Off!!

Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name ______________________

Address ____________________

____

ARCADE ACTION

IKARI III

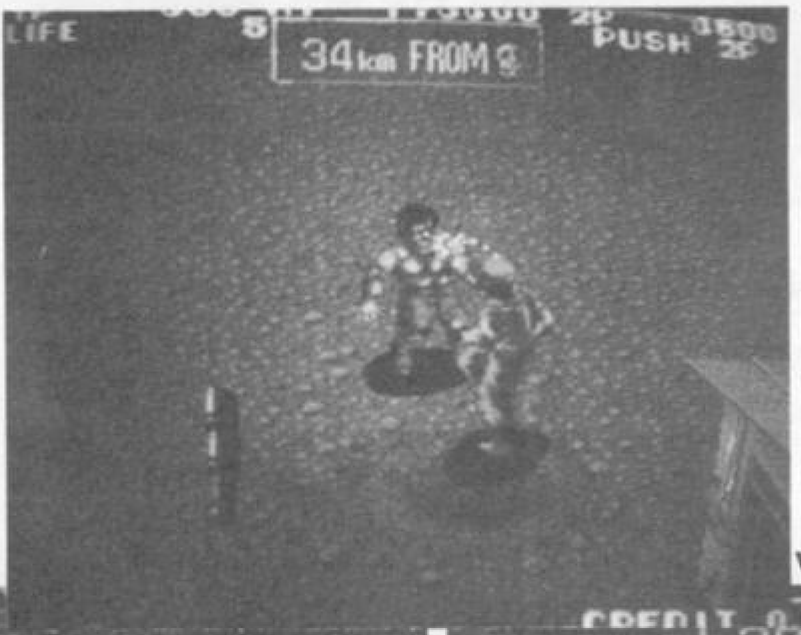
Another SNK follow on to greet the fans of punch 'em ups is Ikari III, based on two macho heroes fighting for their lives.

Punching and kicking is the only means of attack until you can pick up some dropped weaponry. While still paddling across the river the enemy swim up behind and attack with knives. Punch back and you soon make it to dry land.

Then the punches really start to fly with the enemy diving at you from all directions. Use the swivel joystick to turn your character round to meet each attack and the fire buttons to retaliate.

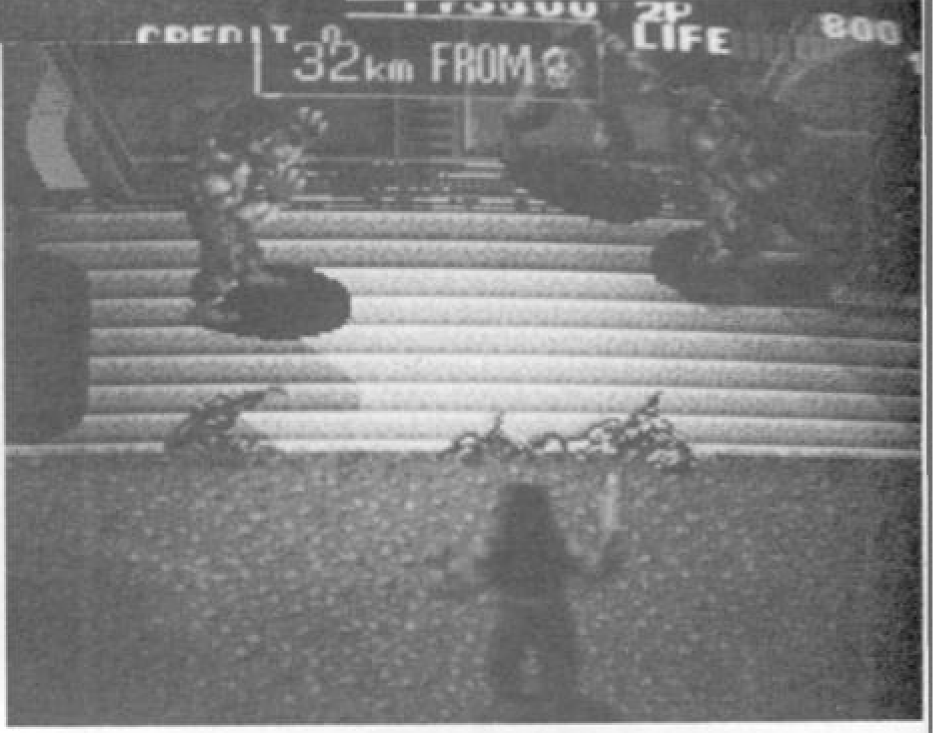
It's hard going but you'll soon make it to the end of scene mechanical monster which will be the likes of a massive tank or helicopter. Punching and kicking are no help here – you need firepower and as if on cue, a baddie runs onto screen carrying one. Just kill him, pick it up and away you go.

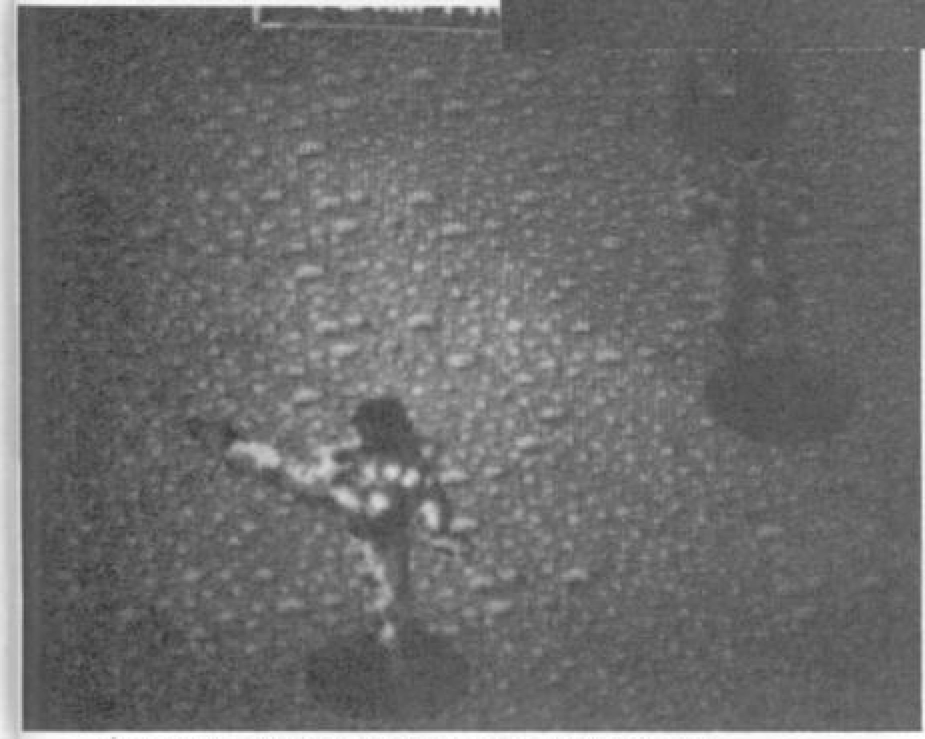
Nothing particularly new, but *Ikari III* features nice large graphics and good sound effects, and is the type of game which seems to be constantly in vogue.



Ikari Warriors III. ►

▼ *Massed mayhem at the end of a stage.*





▲ *Ikari III – like a vertically scrolling Double Dragon.*

METAL HAWK

Fancy yourself as a chopper pilot? Well try out Namco's *Metal Hawk* for size. More my cup of tea than *Splatterhouse*.

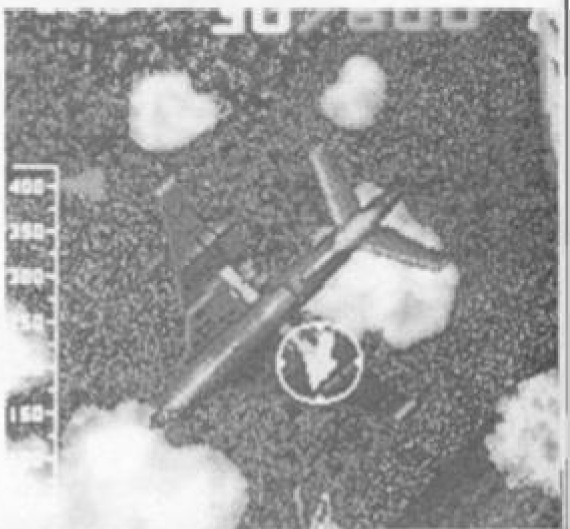
Metal Hawk comes in two sizes – a huge climb-in, all-dancin' cabinet which takes you for a breath-taking ride, or a more sedate upright version. In fact, I found the sit-in version, which really throws you around harder to play though a lot more fun. No score to speak of, but a really wild ride.

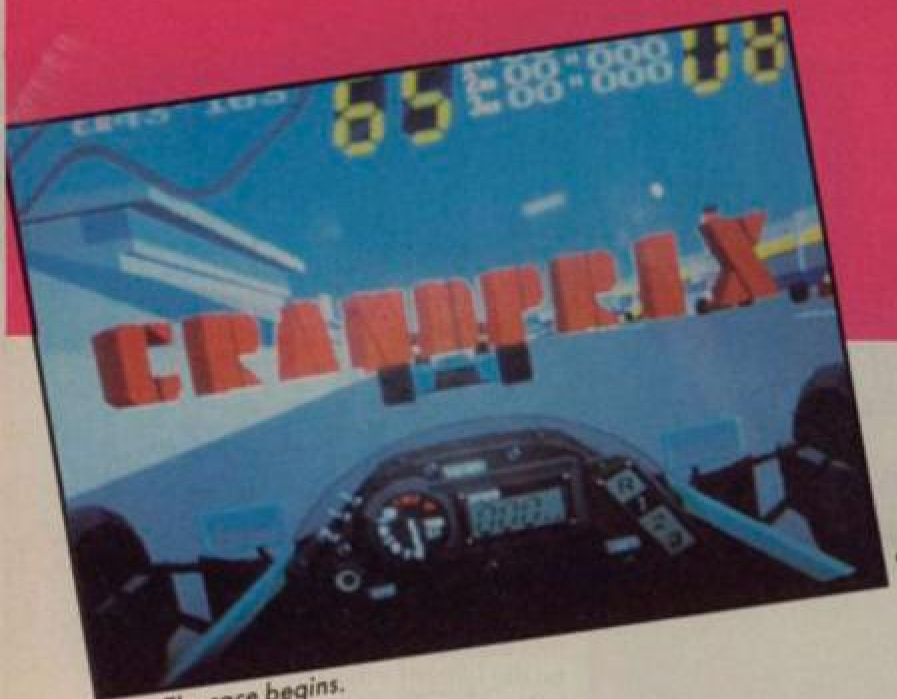
Now to the game. You are, of course, on a lone mission: one chopper against enemy tanks, squadrons of aircraft and battleships. Get the picture? Now comes the different bit. Controls are by joystick and altitude adjuster.

Follow the arrow at the nose of your copter. This directs you to the next enemy position. At the same time up or down instructions are given to swoop to ground level or hurl your craft back into the skies, depending on where the next attack is coming from. Equipped with air-to-air or air-to-ground missiles you can then let rip.

Lots of excitement and a thrilling ride are guaranteed if you're man enough to ride the *Metal Hawk*.

Metal Hawk is a fast blast. ►





▲ The race begins.

ARCADE

WINNING RUN

The second racing game previewed at the ATEI show was Namco's *Winning Run,* which uses similar filled 3D technology to Atari's *Hard Drivin'.*

The game places the player in the driving seat of a formula one car, with the choice of either three or five gears. The latter is a far more powerful car, but the ability of the other drivers on the course is increased.

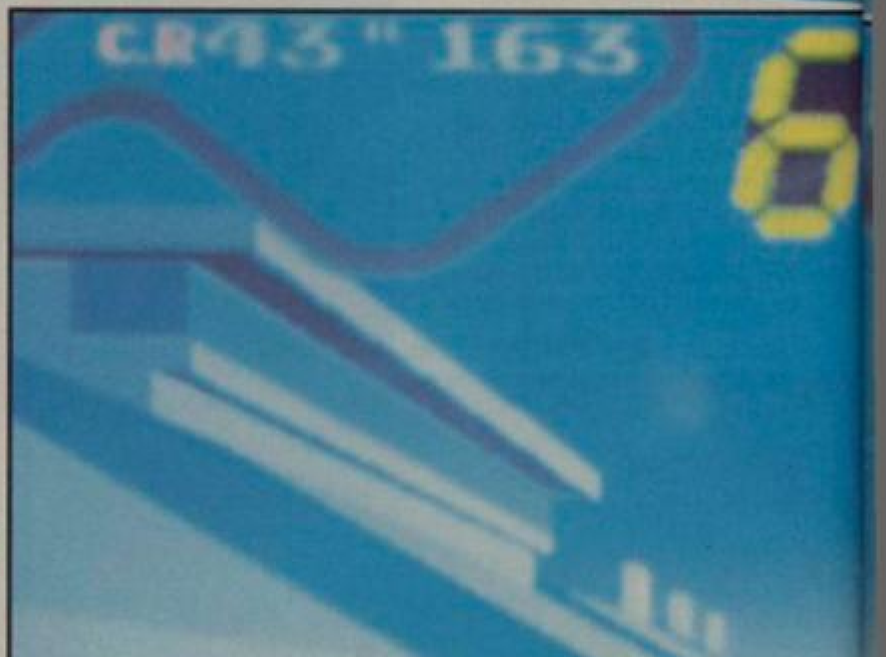
First of all you have to drive a qualifying lap, and the better you do the better your grid position in the actual Grand Prix. Failure to qualify for the race results in a premature end to your racing.

The Grand Prix itself is driven against twelve other drivers, who race extremely well – if you drive badly you'll find them overtaking your car! This makes the game even more thrilling as you race around neck-and-neck with other drivers, rather than simply overtake them like you do in *Out Run* and *Final Lap.*

The graphics are simply stunning, with a Polymiser system used to give the most impressive 3D graphics yet seen. There are tunnels, hills, ancoves – and just about everything you'd expect to find on a real race track.

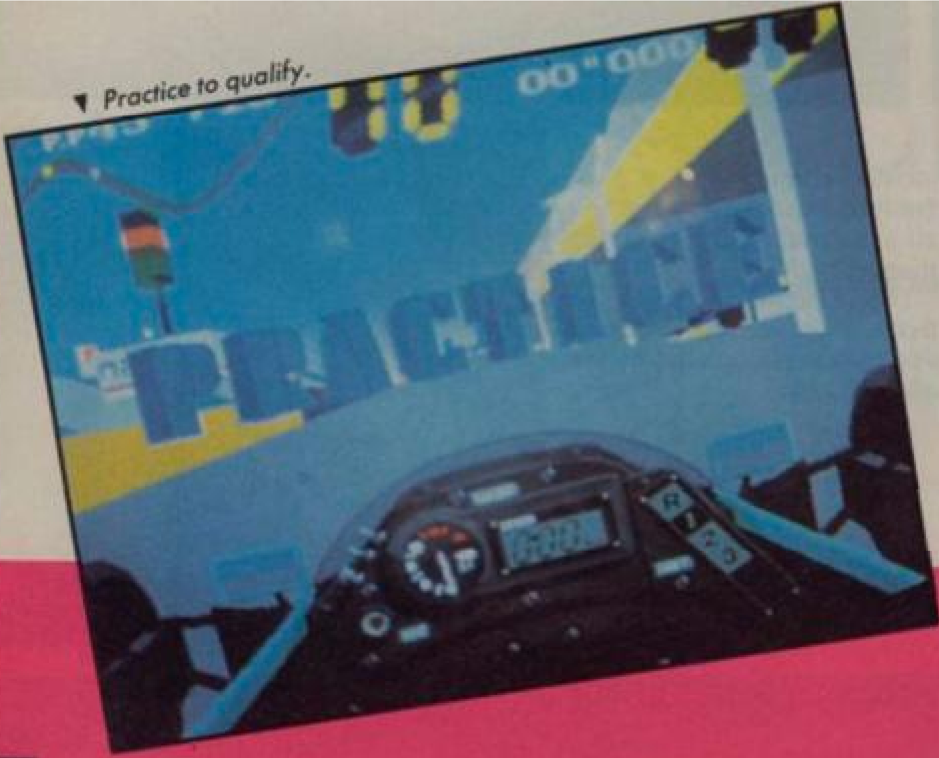
The game "feels" incredible too, with superb handling and feedback as you skid, countersteer and bump on the kerbs.

Winning Run is easily the best racing game yet seen – it's thoroughly realistic and totally exhilarating. Drive it!

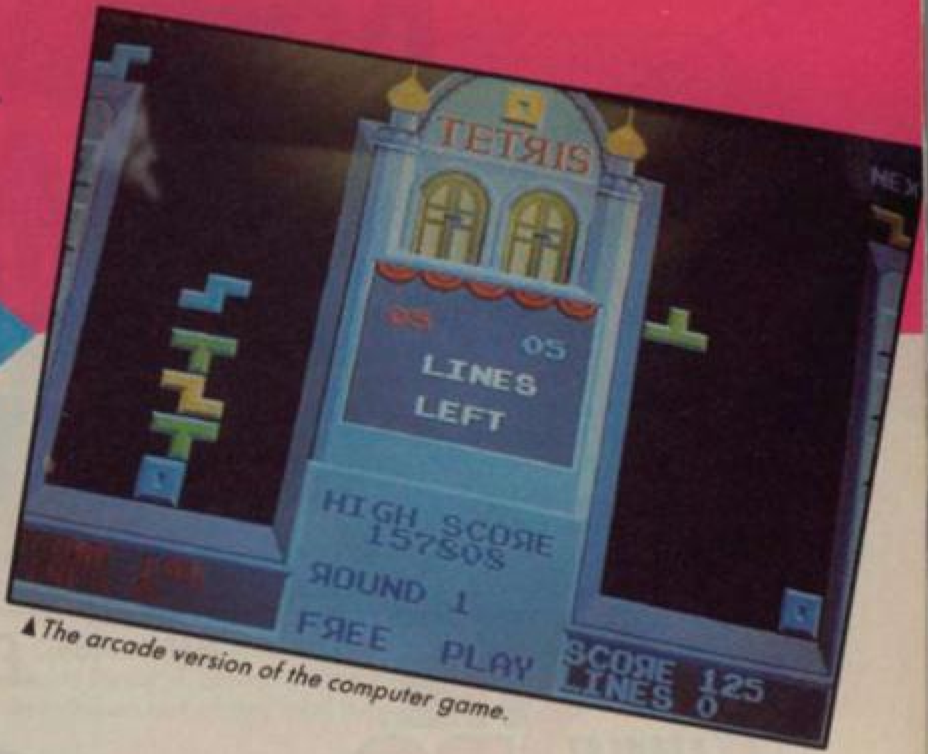


▲ And they're off!!

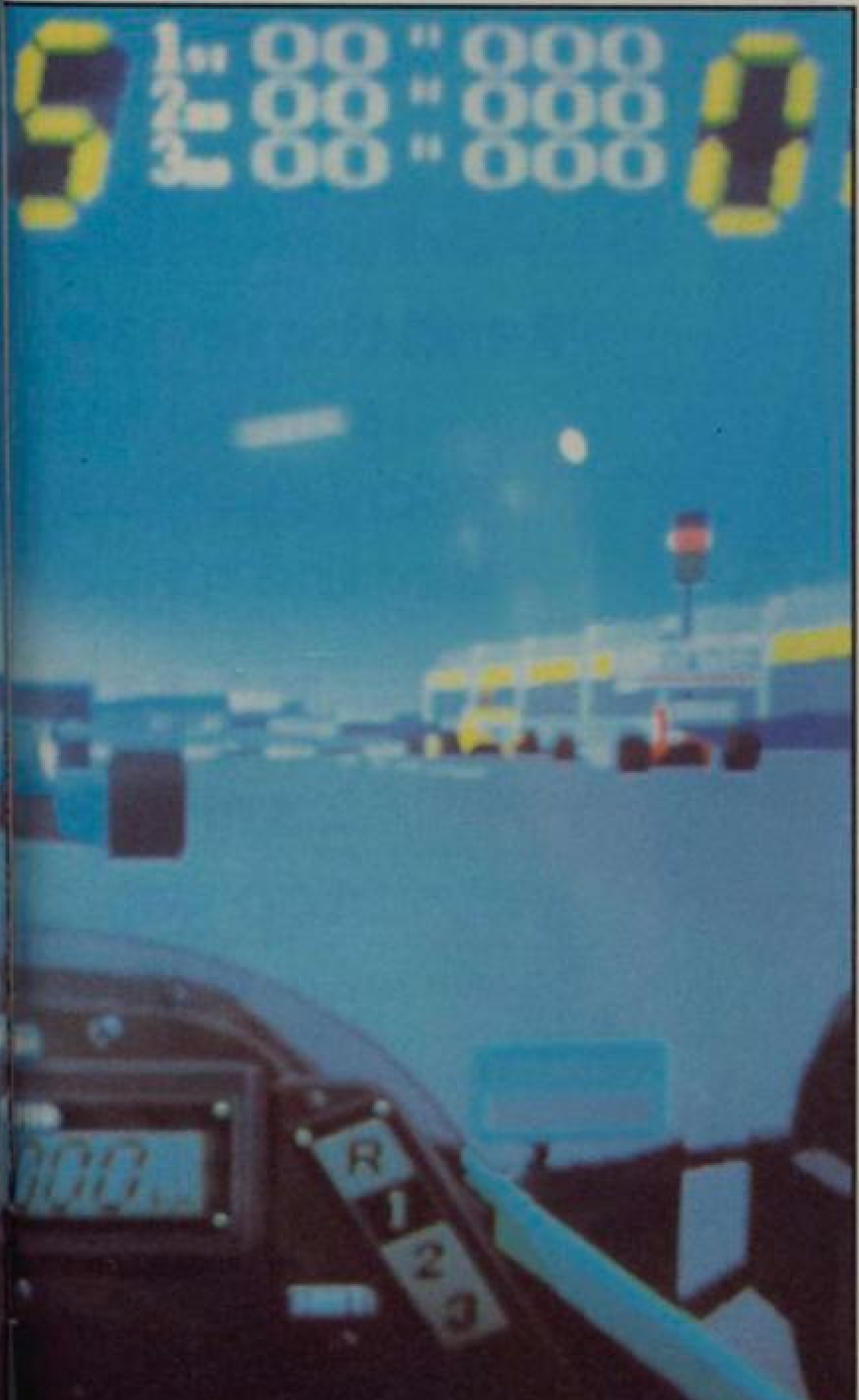
▼ Practice to qualify.



E ACTION


TETRIS
05
05
LINES
LEFT
HIGH SCORE
15780S
ROUND 1
FREE PLAY
SCORE 125
LINES 0
NEXT

▲ *The arcade version of the computer game.*


5
1st 00"000
2nd 00"000
3rd 00"000
0
R
1
2
3

TETRIS

Tetris will be a familiar game to most computer owners – Mirrorsoft released it last year on just about every format available, and now it's made it to the arcades courtesy of Atari.

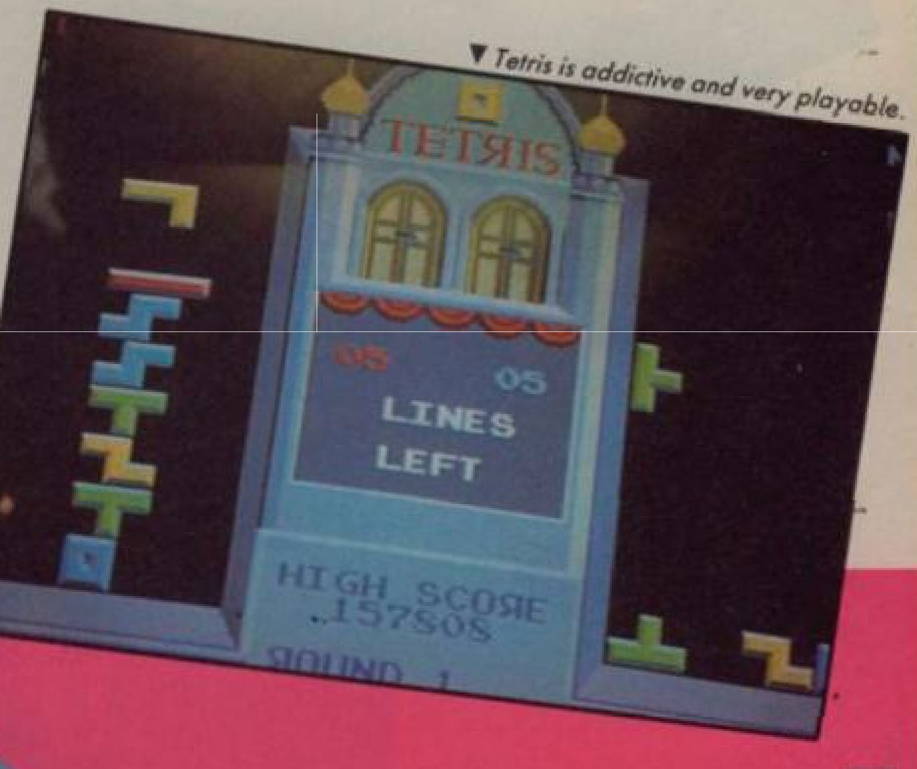
If you missed out, it's a fiendishly addictive puzzle game that was programmed in Russia by students at Moscow University. The idea is laughably simple – different shaped blocks float down the screen, and you have to guide them to the bottom of the screen and make a solid line. When you do, the entire block drops down one line. This might sound easy, but in practice it's not. Quick thinking is required to rotate the shape and fit it neatly into the other blocks below – if a gap is left, the line doesn't disappear, and as more gaps are left the group of blocks at the bottom of the screen begins to build up. And when it reaches the top the game is over.

When you start you have to clear five lines, whereupon a bonus is awarded. As you progress through the game, more and more lines have to be cleared – and the blocks drop at an increasing speed.

The screen is split vertically into two separate playing fields, and two players can either battle head-to-head, or play independently of one another – something quite unusual in an arcade game.

Tetris is an addictive and enjoyable puzzle game, and makes a very unusual arcade game – try it out when you're sick of blasting things.

▼ *Tetris is addictive and very playable.*


TETRIS
05
05
LINES
LEFT
HIGH SCORE
15780S
ROUND 1

DON'T MISS THE ONE MAGAZINE WHERE 16-BIT GAMES COME TO LIFE

MARCH 1989
£2.50
THE One
ATARI ST
AMIGA
PC
FOR 16-BIT GAMES
PRESS FIRE TO START
CREDITS 1

ST + AMIGA DISK SPECIAL

BLASTEROIDS

Read the review,
admire the
screenshots,
play the game.

PLUS

– Another
top game
demo.

MARCH ISSUE ON SALE FEBRUARY 28TH

Golden

JOYSTICK AWARDS 88

It's that Golden Joystick time of year again. Voting is now open for Europe's most prestigious computer game awards. Golden Joysticks is entering its sixth proud year. In the time we have been running the awards each year has seen a large growth in the number of votes cast by you – the C+VG readers. It's the reader poll that makes our awards the special ones. No arbitrary panels, no reviewers sticking their noses in. The games that win our prizes are the ones you vote for. Plain and simple.

This year we are expanding the awards by inviting our sister magazines in the Emap group (our publishers) to extend the voting to their readers. Voting forms will also be appearing in Sinclair User, Commodore User and The One.

The game categories are as follows: Software House of the Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Coin-op Conversion, Best Graphics (16 bit), Best Graphics (8 bit), Best Soundtrack (16 bit), Best Soundtrack (8 bit), Best Simulation.

In addition there are four machine specific awards sponsored by individual magaiznes. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year.

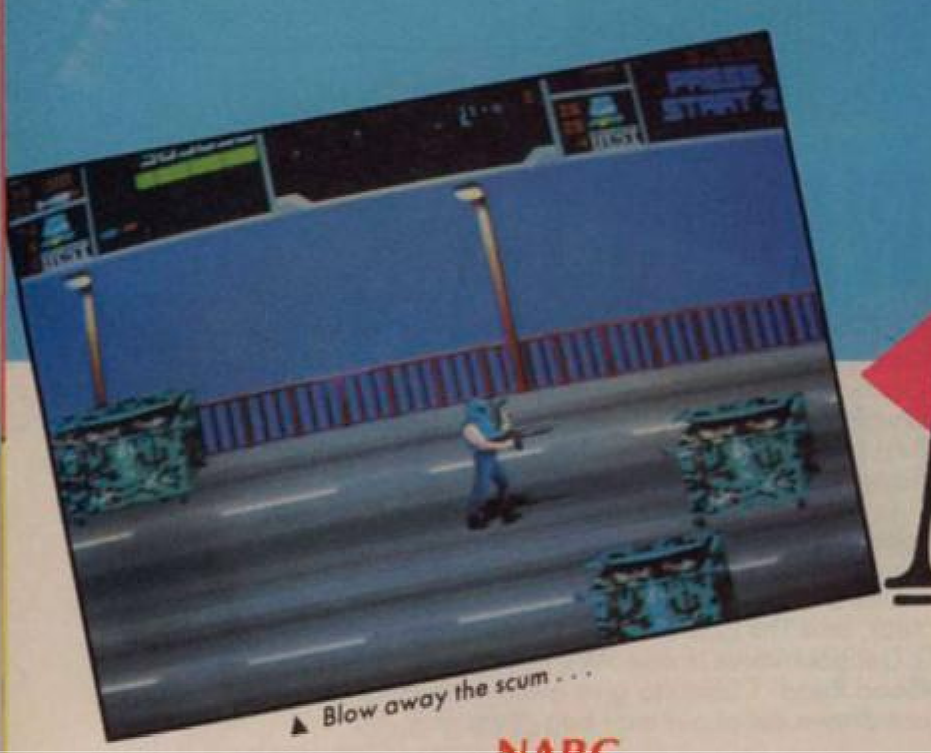
Get your votes in now. We have ten C+VG 'Stonking Good Read' T Shirts to give away to ten lucky voters who are drawn out of our mail bag. Vote now.

Best Coin-op Conversion..
Runner-Up..
Software House of the Year...
Runner-Up..
Arcade Game of the Year...
Runner-Up..
Best Adventure Game..
Runner-Up..
Best Original Game..
Runner-Up..
Best Graphics (8-bit)...
Runner-Up..
Best Graphics (16-bit)...
Runner-Up..
Best Soundtrack (8-bit)..
Runner-Up..
Best Soundtrack (16-bit)..
Runner-Up..
Programmer of the Year..
Runner-Up..
Best Role Playing Game..
Runner-Up..
Strategy Game of the Year...
Runner-Up..
Best Simulation..
Runner-Up..
Game of the Year..
Runner-Up..
Best Console Game..
Runner-Up..

Send your forms to: Golden Joysticks 1988, C+VG, Priory Court,
30-32 Farringdon Road, London EC1R 3AU.

Voting Coupon

ARCADE



▲ *Blow away the scum . . .*

NARC

K.R.A.K. down on drugs. Narcotics, dope addicts and thugs make up the opposition in *Narc* as you lay about with a machine gun in a classic shoot 'em up with a real message – Say no to drugs.

K.R.A.K. is an illegal drug concoction causing widescale problems in America. In this game you play one of two Narcotics officers who have to stamp out pushers, punks and junkies and then gun for Mr Big, the all-powerful drugs baron.

Pushers are the most common criminal, and they slink around in drab raincoats. They're quickly identified and just as quickly dead. Rolls of greenbacks are dropped and white packets of the deadly dust litter the street. Pick these up for bonus points. Rockets and extra ammo also come your way in the same fashion.

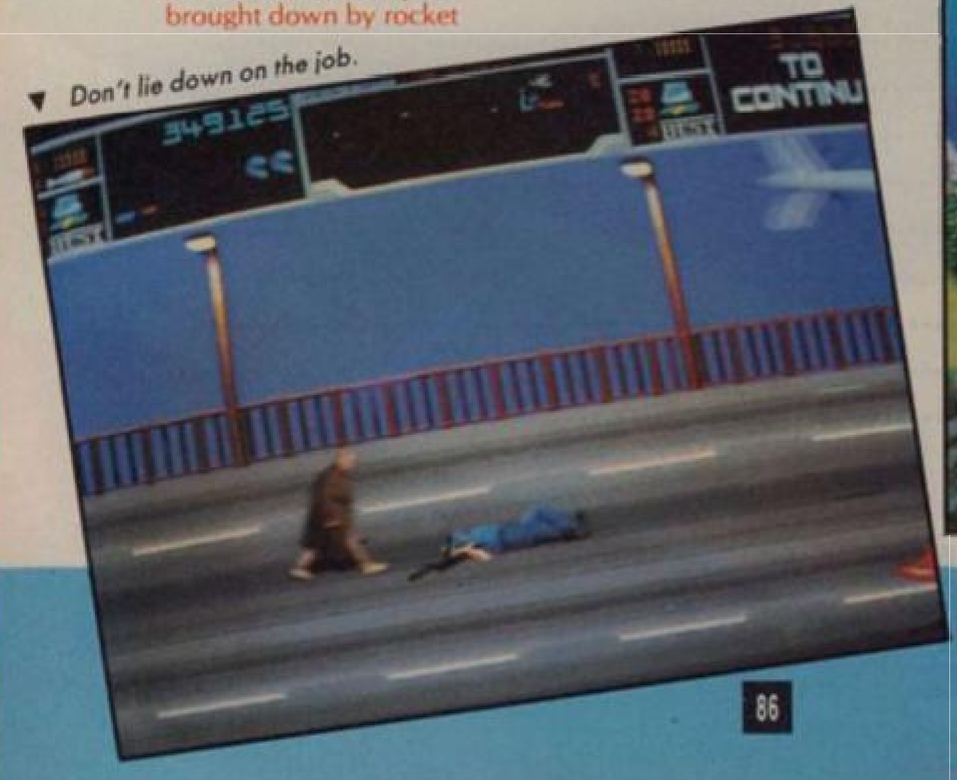
Just one problem, the pushers put up a fight and will gang up on you. They've also got an armed chopper flying over which can only be brought down by rocket launcher.

Your mission takes you all over the city, from dingy streets to warehouses, underground to vicious haunts and over bridges. At all times the pressure is on to collect the evidence and rid the streets of garbage. If you have the chance, bust the pushers rather than filling them full of lead. You get extra points in the 'evidence' screen where the money and packets of dope collected are counted.

Mad knifemen spring to attack. Junkies join the fray and killer dogs are set loose. Let one of these four-legged monsters near you and they'll tear you to bits. Shoot them and they turn into puppies and run away! That's one soft-hearted programmer out there!

It's action all the way downtown in Narc. What with dodging lead and garbage bins, and screeching around in sports cars and specially equipped choppers, there's never a dull moment.

▼ *Don't lie down on the job.*



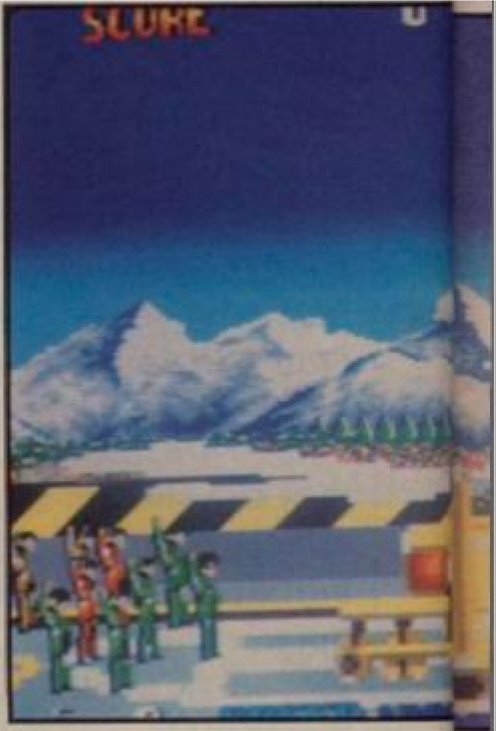
APACHE 3

Attack! Attack! The word is out and you're soon airborne in Tatsumi's *Apache 3* – the latest in attack helicopters.

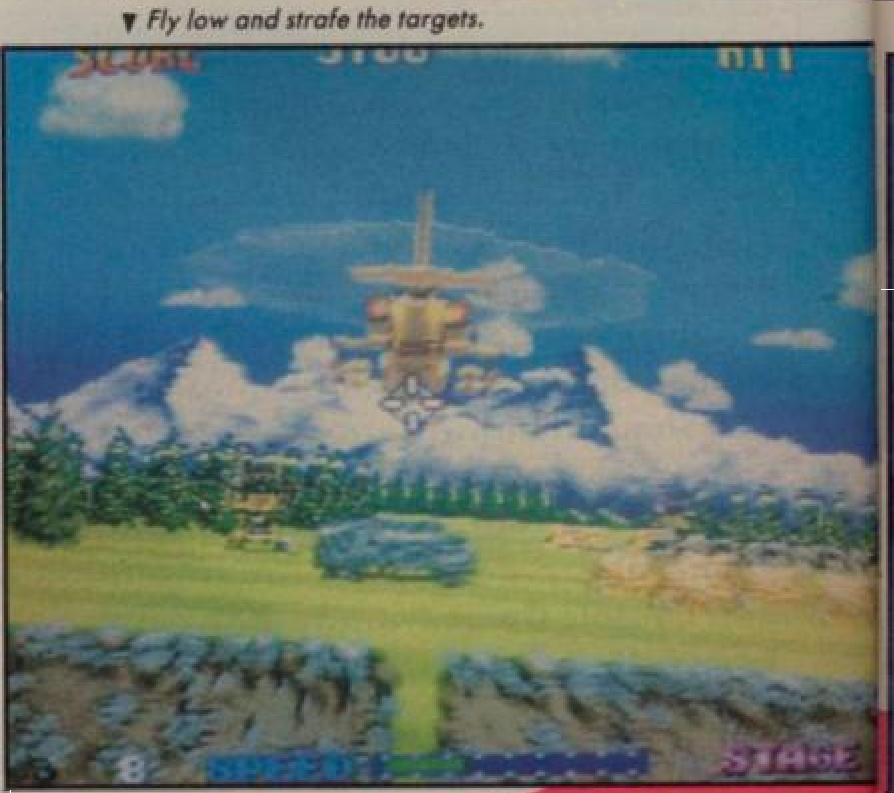
Looking very similar to *Thunderblade,* with same style graphics and attack sequences, you must guide your whirlybird down tunnels, blasting tanks and oncoming fighter aircraft.

Explosions fill your gun sights as you rocket over enemy terrain. Soon you're out of the tunnel and flying in the open over desert terrain. Now you're a sitting target. Fast reactions are called for to dodge enemy fire and, at the same time, line up your sights on the next target.

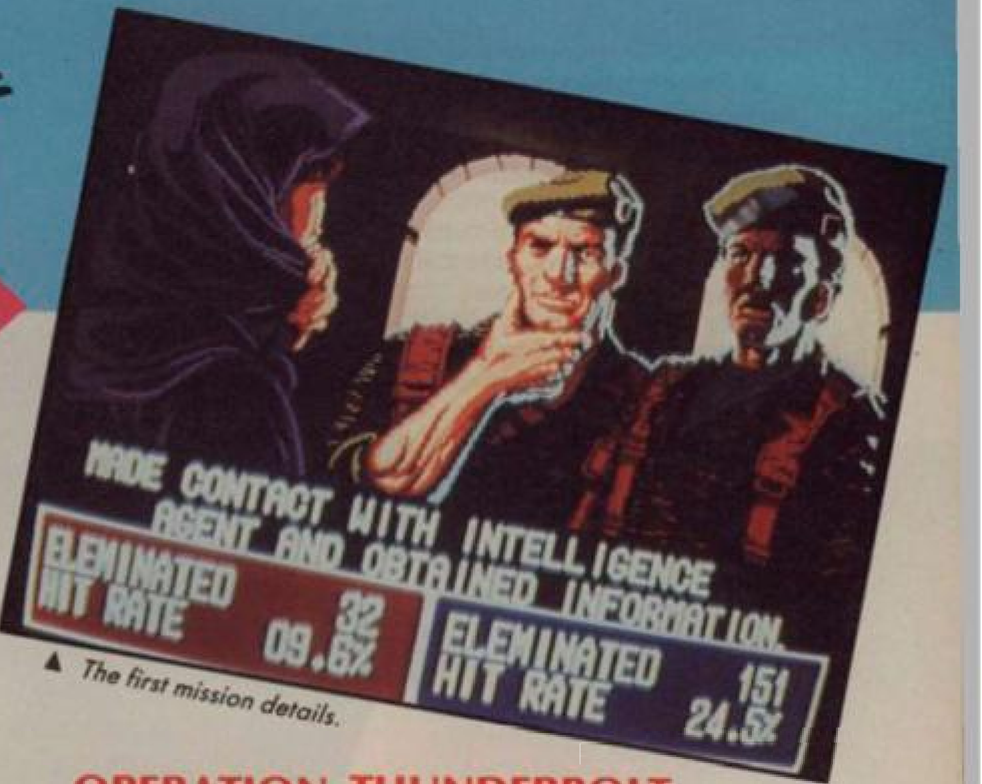
Equipped with missiles and rockets and a turbo boost for the chopper, increase your



▼ *Fly low and strafe the targets.*



ACTION


MADE CONTACT WITH INTELLIGENCE AGENT AND OBTAINED INFORMATION.

ELEMINATED	32
HIT RATE	09.6%

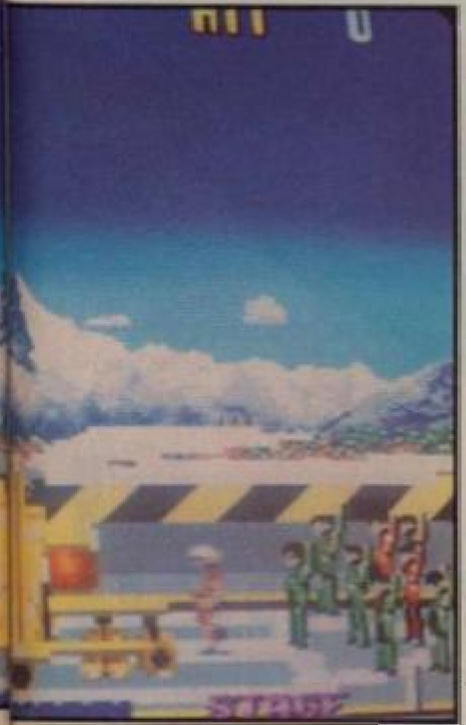
ELEMINATED	151
HIT RATE	24.5%

▲ *The first mission details.*

power rating by blasting crates out of the skies. These descend on parachutes and getting to them while trying to dodge the enemy can be pretty hairy.

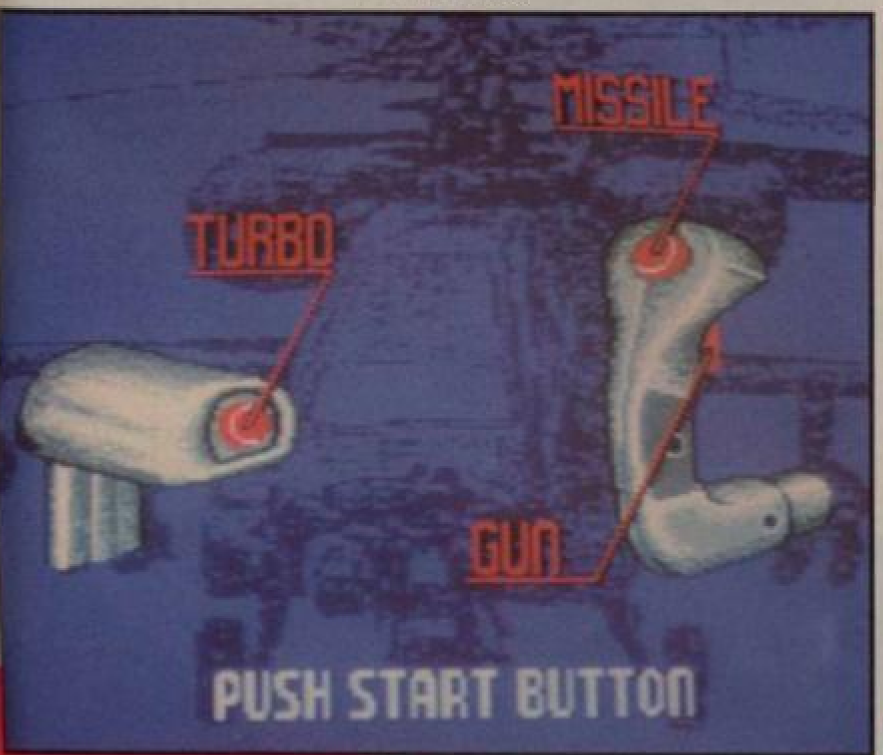
There are several major targets to destroy, and they offer plenty of resistance as you hover and attempt to take them out. When you've destroyed the target, it's on to the next mission, where even tougher enemy forces await.

Apache 3 is very playable and a lot more controllable than *Thunderblade*. With its borrowed theme it's nothing spectacularly new, but is still worth a blast for the sheer hell of it.



◄ *Apache 3 prepares for take-off.*

▼ *The controls.*



OPERATION THUNDERBOLT

Following the huge success of *Operation Wolf*, there was only one thing Taito could do – Capitalise on this winning combination and bring out *Operation Thunderbolt*.

This is *Op Wolf II*, and the main addition to the original is a number of scenes where you travel into the screen. The game starts off in much the same way. Enemy agents leap out from behind objects and try and pump you full of holes. The closer they get the larger the characters, and when you're almost eyeball to eyeball it's difficult bringing your gunsight to bear before they've shot you in the guts.

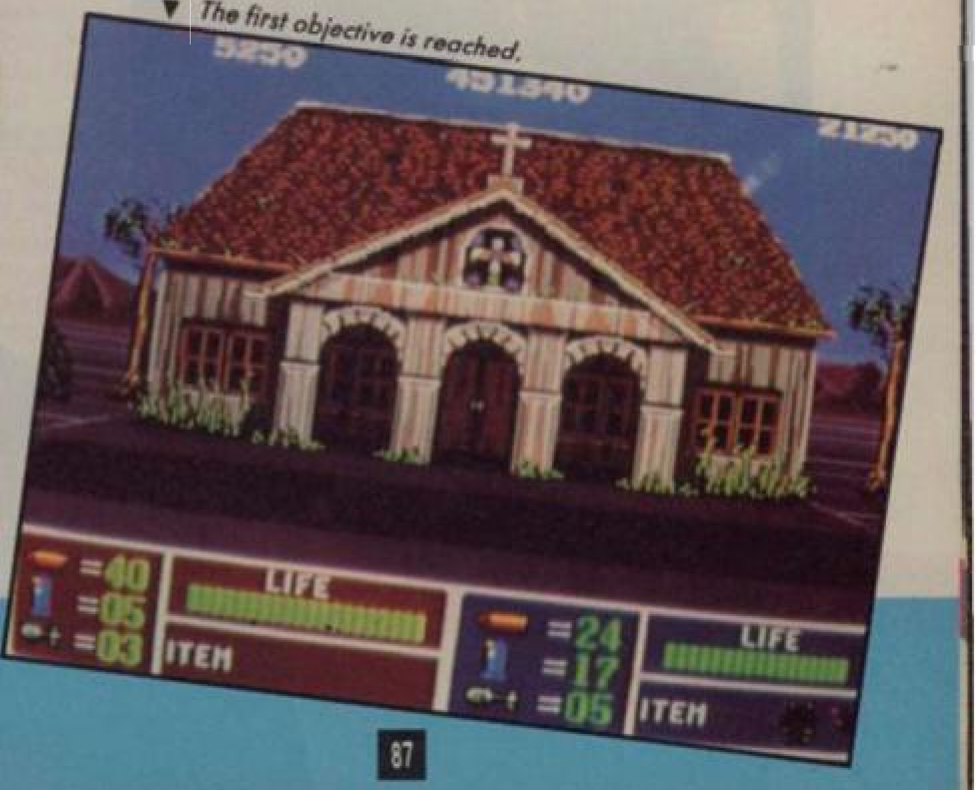
Knives and grenades are thrown. Blast these before they reach their target – you. Shoot rockets and magazines of bullets which appear at random and they'll add to your fast diminishing store.

Later you find yourself on a dirt track shooting down attacking choppers, planes and enemy tanks. Trucks whizz past you from behind and planes hurtle towards you – a nice touch. Your mission in this case is to force down a hijacked passenger plane. Enter the plane and rows of empty seats greet your eyes.

All hell breaks out as hostages stumble towards you and the hijackers let rip. Try not to shoot the passengers. Just kill the baddies. Eventually you'll make it to the flight deck where the captain is being held with a gun to his head . . . at which point I ran out of bullets.

Two machine guns, instead of the one found on *Op Wolf* cabinets are featured and judging by the success of its predecessor in the arcades I expect *Op Thunderbolt* will make a killing.

▼ *The first objective is reached.*



Mean Machines

Under the watchful eye of Julian Rignall, the Mean Machines column continues to get bigger and better. No less than six Sega games are reviewed, including R-Type, Rastan and Rampage, there's exclusive news of forthcoming Sega titles, and John Minson checks out the new Konix Multi-System console and gives his verdict. What more do you want?

Konix Stripped

At last it's been revealed. Rumours suggested that the Konix console – official name the Multi-System – would be something special. But nothing could prepare us for how special!

What Konix has done simply re-defines the idea of video games. Forget all those anonymous black and grey boxes with their bland joystick ports. Konix has listened to what games players and software houses really want – and head man Wyn Holloway admits that he got a lot of input from letters to magazines, so somebody is listening.

Then he decided what price people would pay – and told his engineers to design something that would meet all his criteria. The result is, quite simply, the answer to every games player's dreams.

The Console

The Multi-System looks more like a glorified joystick than a console. A horseshoe shaped base supports a tilting panel with a hub. You can attach a steering wheel to this – or handlebars or a yoke control, of the sort found in helicopters – whichever the game demands.

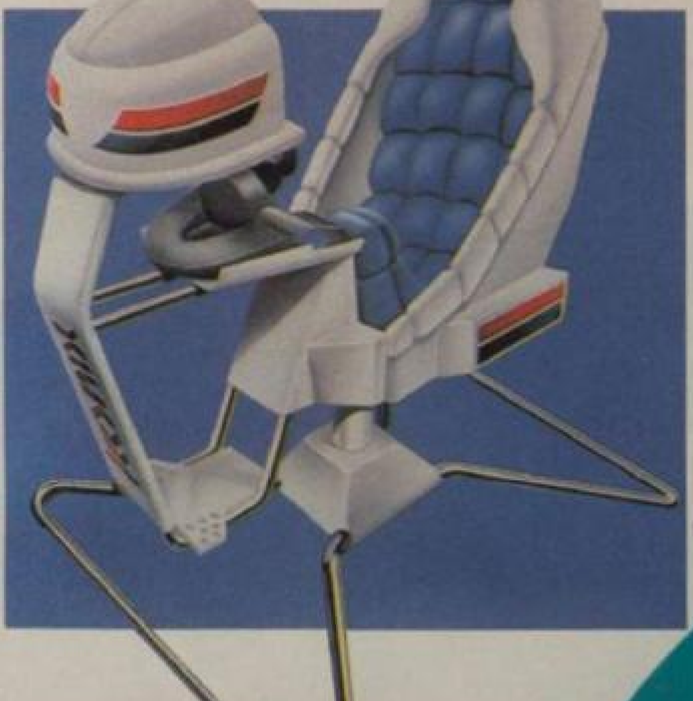
But novel control doesn't stop there. On either side of the main unit are levers, to serve as accelerators, gear shifts and the like. And a separate unit contains twin pedals, so you're feet will have something to do while your hands are frantically steering your car, boat, plane . . .

Of course there is a joystick port for traditionally controlled games. Another socket allows you to connect a key card, which supplies a total of thirty possible options. This means that the Multi-System is suited to everything from shoot'em ups to complicated simulations.

Impressed? We've only just begun. The console features 'tactile feedback'. Put simply, that means that if your on-screen car rides into the rough, the steering wheel will shake about in your hands. Now that's something your C64 – or even your Archimdes – can't provide.

And the cost of this mind boggling basic system.

▼*The Konix hydraulic chair.*



▲ *Wyn Holloway – centre – the man behind Konix.*

Just under £200 – but you'll have to wait for the summer before they're in the shops.

Software and Stuff

Another feature which will help keep the Multi-System within a realistic price range is that it uses 3½", one megabyte disk software. Not normal 3½" disks, mind you – they're specially modified to make piracy impossible, which should help keep publishers happy. The result – games will cost just £14.99.

The console will come with a disk so you can play immediately. By Christmas Konix aims to have 40 titles available, from all the major software houses, including both conversions of top titles and original games, growing to 100 releases after the first year.

Wyn Holloway reports that he had the head of one American company on his knees, begging to write for the machine. Whether he agreed or not he won't say, but he is keeping a careful check to ensure that all titles, which will be published through Konix, are of the highest quality, meaning they must have been in the top ten.

We saw a demo program, which featured a Zarch type landscape – only it was faster and smoother than the Archie program. Then an F-19 flying over fields, houses and trees – very impressive. Graphics are dazzling, with a palette of 4,096 colours, all of which can be used at one time, plus resolution up to 512x200.

Included as standard are such rarities as eight way smooth scrolling and vector graphics for 3D landscapes. Audio doesn't lag behind either. You can have 25 stereo channels of CD quality sound booming out – giving the Multi-System the capabilities of a Yamaha DX-7 synth!

Naturally it takes some clever electronics to do all this. In charge is an 8086 processor, best known for its use in PCs, but drives it at a phenomenal 6 Mhz. But the really hard working devices are two custom chips, which control the sound and graphics.

There's only 128K memory as standard but the operating system is able to read in new bytes from the disk even while it's controlling a game, so this should be enough. However if you want to expand you'll be able to do so yourself – and most repairs, should they be required, will be d.i.y. jobs also. Now that's what we call user friendly.

▲ *The light gun – recoils like a real rifle.*

Expansion

Despite giving you most of the features that are expensive peripherals with other consoles, if they're available at all, Konix has come up with some really exciting expansion options.

First off there's the inevitable light gun – but what a gun! Whenever you fire at the screen it will recoil, just like a real rifle. You'll be able to choose between single and repeated fire, and customize it with sights, stock and the like. Getting properly armed will cost just under £40.

Another £40 will buy an exercise bike – but it's not just to work off your excess weight. Connect it up to the Multi-System and your actions will be conveyed to the screen.

▲ *The steering wheel shudders when you crash.*

But the real thrill is The Chair. Yes, from this summer, if you want the true Space Harrier mobile experience you won't have to perch yourself on a wobbly stool. Konix has devised a moving seat and it will only cost £150!

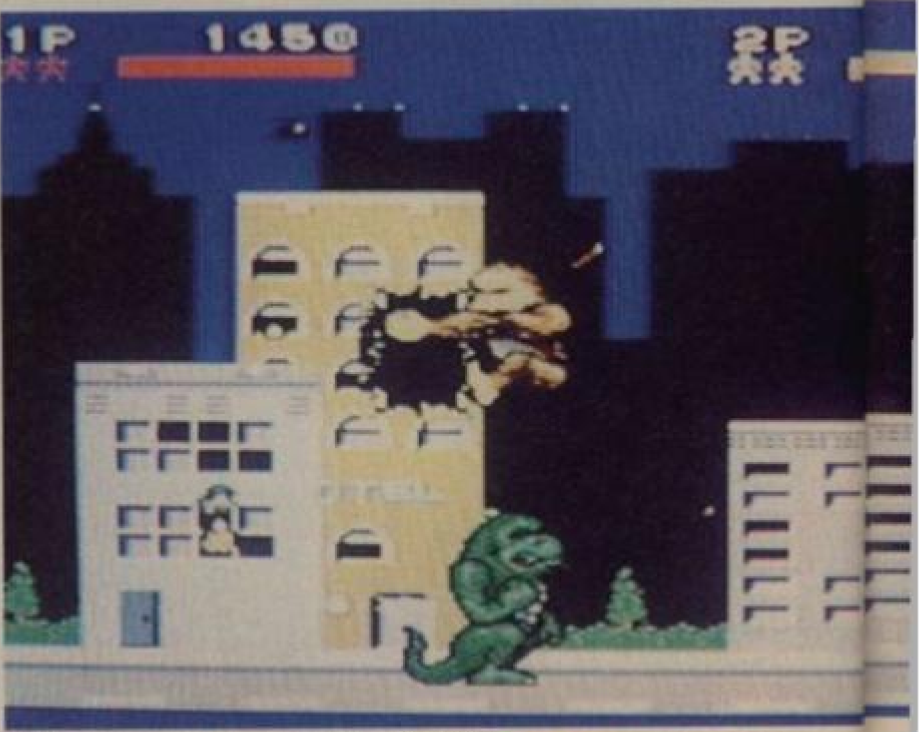
Designed to take both the Master System and up to a 14" colour TV, the chair features tilt of up to ten degrees in three directions. Wyn Holloway says they experimented with 15 degrees but found that it was just too much at the speeds the chair can twist and turn. And as its designed to take up to 18 stones, even Garry Williams will be able to join in.

And Wyn promises that this is just the start! So in about six months time, all being well, you'll be able to fly a jet fighter into combat, bombarded by stereo sound, jolting around in your seat every time you take a hit. The only thing Konix seems to have forgotten is an air discomfort bag. Happy landings!

▲ *The final Konix – add ons galore.*

Mean Machines

Rampage


▲ *The monster puts his fist through the wall.*

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: JULIAN RIGNALL.

Activision, released *Rampage* on the home computers last Christmas, and now they've finally got round to doing a Sega conversion – and it's pretty good, too.

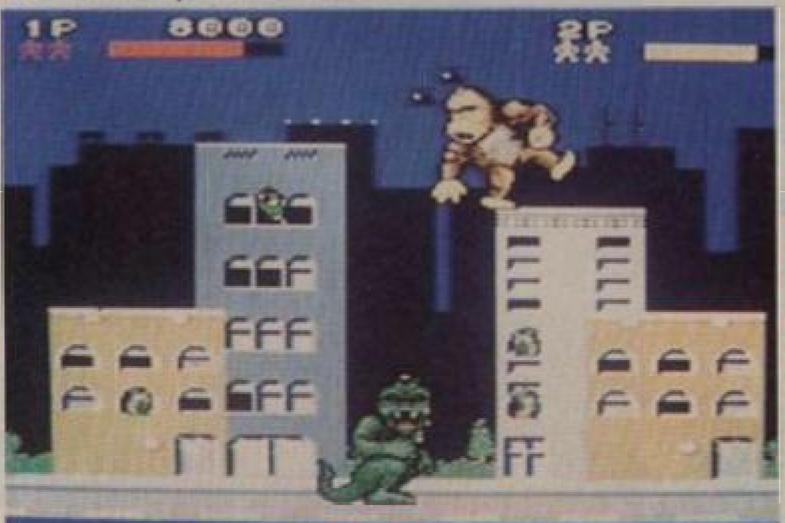
One or two players take the roles of giant monsters, either Godzilla, King Kong or a huge Werewolf, and run amok on a mission of destruction and mayhem through a variety of cities. The objective is simple: smash, bash and eat everything in sight, and try and keep out of the way of the army, who have been drafted in to stop you having fun.

Tanks, personel carriers and jeeps drive around, helicopters buzz in the air and soldiers lean out of windows; all attempt to shoot at the monsters and wear down their energy bars, the depletion of which signals the end of the game. But those monsters aren't going to let those pesky people wreck their wrecking, and they can swat at choppers, pummel vehicles and grab soldiers from buildings and eat them – which replenishes energy!

To clear a screen the monsters have to raze all the buildings to the ground, which is done by climbing up their sides and beating the brickwork. Repated thumping makes great holes in the building, and if enough damage is done, it collapses. When all the buildings are demolished, the monsters go on to the next screen, where more army reinforcements are lying in wait.

With plenty of originality and a great sense of humour, *Rampage* is a brilliant first Sega release for Activision. The graphics are marvellous, with detailed sprites and neat touches, like the monster's expressions changing as they eat, jump and get shot.

Gameplay is addictive, and laying waste to entire cities is great fun, especially when there are two monsters on the rampage!

▼ *Smash the city to smithereens.*


RAMPAGE

► GRAPHICS	83%
► SOUND	75%
► VALUE	77%
► PLAYABILITY	89%
► **OVERALL**	**81%**

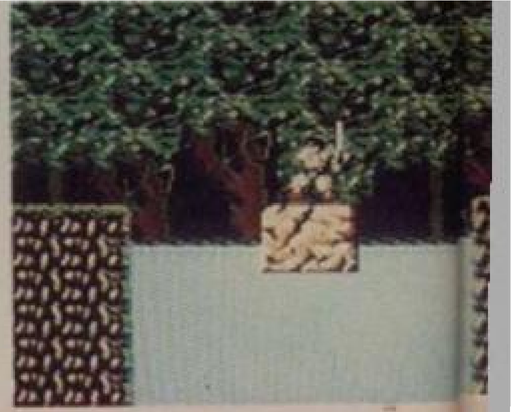
Rasta

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: EUGENE LACEY.

Rastan provides further proof of the growing library of top-notch arcade conversions now coming on stream for the Sega.

The Taito arcade adventure with a heavy dash of swords and sorcery thrown in was a monster hit in the arcades in '87. The first thing that strikes me about this version is its superiority to the 8-bit home computer versions.

The six levels of Rastan are infested with assorted monsters – harpies, minotaurs, bats, snakes and dragons. These nasties

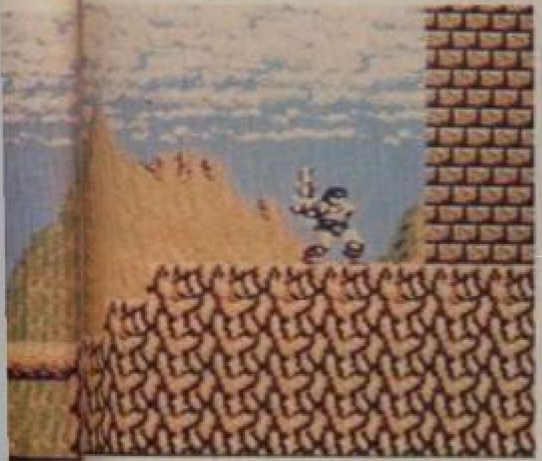
▼ *Rastan leaps across the river.*


have been unleashed by the evil wizard Karg – who can take on the ugly form of a multi-headed dragon.

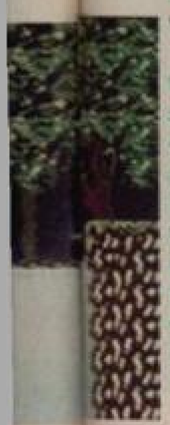
Playing the part of the warrior Rastan you must battle your way to the end of the sixth level where you confront Karg himself. To kill him you will have to lop off all of his six heads – no easy task as he makes a tough opponent – hopping around the screen and fighting back fiercely.

The levels scroll in four directions – which means that you have to explore above and below ground as well as making your way from left to right. Ropes, ladders, moving platforms, and rafts to cross lakes all have to be negotiated to get to the end of levels. A fair degree of platform skill is therefore essential to succceed.

Talking of the platform aspect that was one thing I didn't like about *Rastan*. In some of the leaps – over flames and water – you can fall short and not die. This is a bit easy considering the arcade original left you no such quarter – extracting a life if you were a pixel out with your leap.



One well thought out feature is the continue or start again option. A couple of quick button presses and you are back in the game exactly where you left off. Sensibly, the game only lets you do this four times – to stop you completing it at a sitting, albeit a particularly long one.

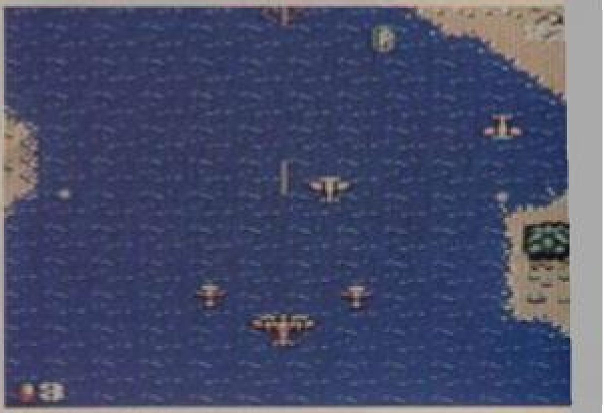


Rastan fans will find this a satisfactory conversion of a splendid coin-op game. If you haven't played the coin-op it will still appeal as an entertaining hybrid of beat 'em up, platform, and arcade adventure. A welcome addition to the Sega library.

SEGA

- ► GRAPHICS 75%
- ► SOUND 70%
- ► VALUE 60%
- ► PLAYABILITY 80%
- ► **OVERALL 73%**

Bomber Raid

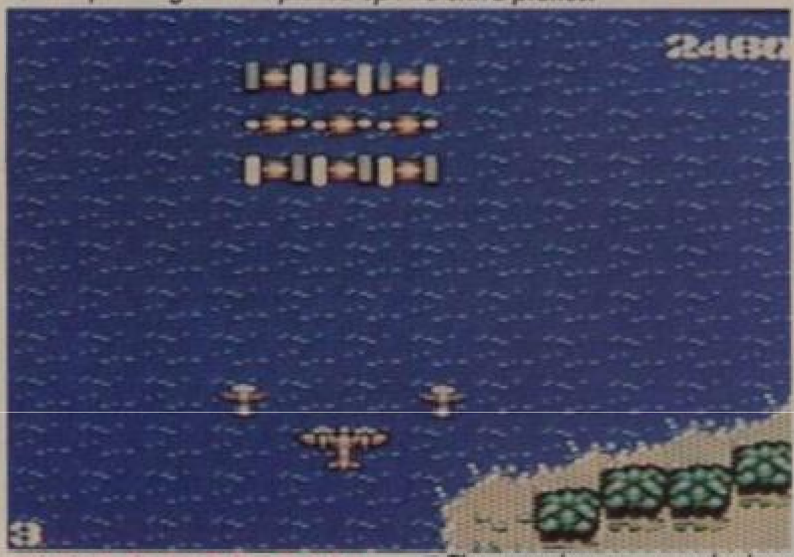


▲ *'P' stands for power up.*

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: JULIAN RIGNALL.

Bomber Raid is a vertically scrolling shoot 'em up in the same vein as *1942*.

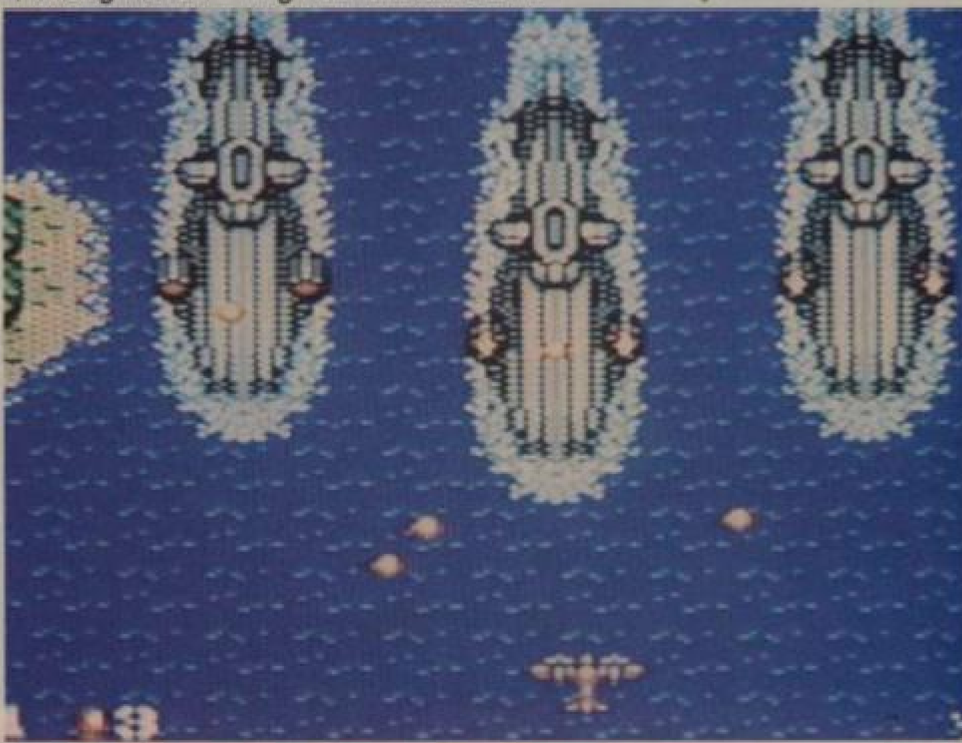
Taking control of a crumby old fighter, it's the player's task to fly a solo mission deep into enemy territory, blasting all and sundry along the way.



▼ *Ace pilot Rignall has picked up two extra planes.*

The action is split into five different missions, each one having a giant mothership at the end.

When the game starts, the fighter is a pretty useless piece of equipment and is armed with a double-shot cannon. However, power-ups can be collected by blasting aerial mines and picking up the symbols they leave behind. Occasionally a red symbol is dropped, and if this is collected a little plane appears to the left of the player's fighter, adding even more firepower. A second wing plane can be collected in similar fashion.



▼ *Three gunboats – tough obstacle on Level 1.*

The enemy are a varied bunch, ranging from aeroplanes and missiles to tanks and gun emplacements. All shoot at the player and attempt to destroy all of his five lives.

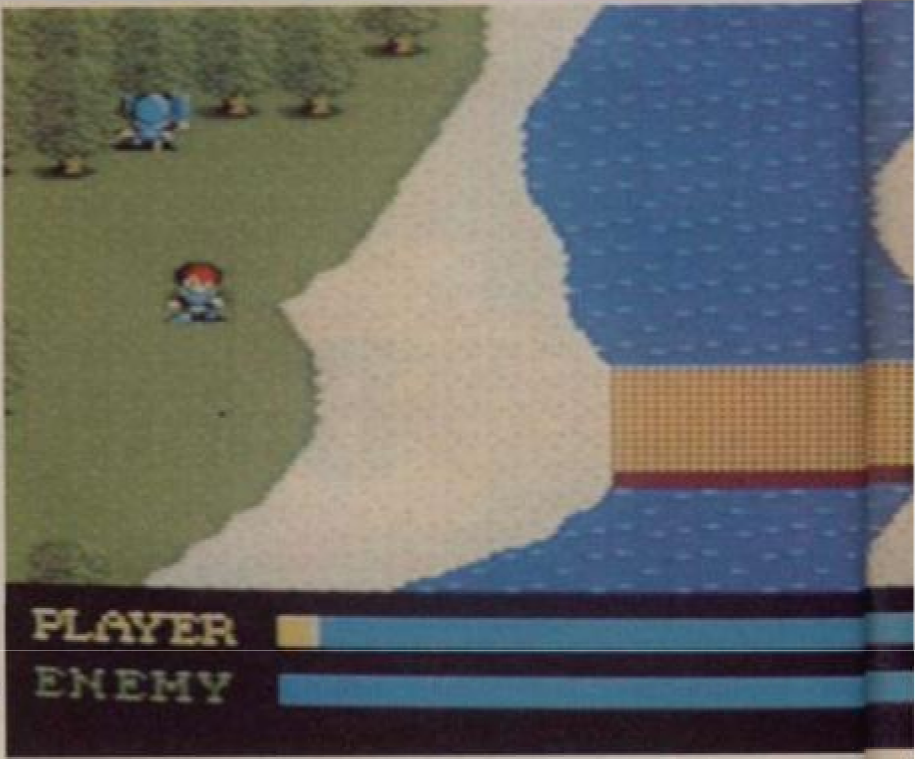
When the final "ultimate weapon" on level five is destroyed, the action returns to level one, but with faster enemy craft.

Bomber Raid is fun, but is marred by the fact that it's too easy. It takes little practice to go all the way through to level five, and once you've done that the appeal wanes. The graphics and sound are fairly good, but they're let down by the gameplay – it's just not challenging enough.

SEGA

- ► GRAPHICS 67%
- ► SOUND 69%
- ► VALUE 38%
- ► PLAYABILITY 61%
- ► **OVERALL 60%**

Mean Machines



Large map to explore.

Y/S

- **MACHINE: SEGA.**
- **PRICE: £39.95.**
- **REVIEWER: JULIAN RIGNALL.**

Sega owners who enjoy role playing/arcade adventure-type games have never had it so good, with two excellent RPGs released this month – *Phantasy Star* and this, *Y/S*.

Like *Phantasy Fighter*, *Y/S* comes with a lithium battery incorporated in the cartridge, allowing you to load and save games, as you would with a disk-based game.

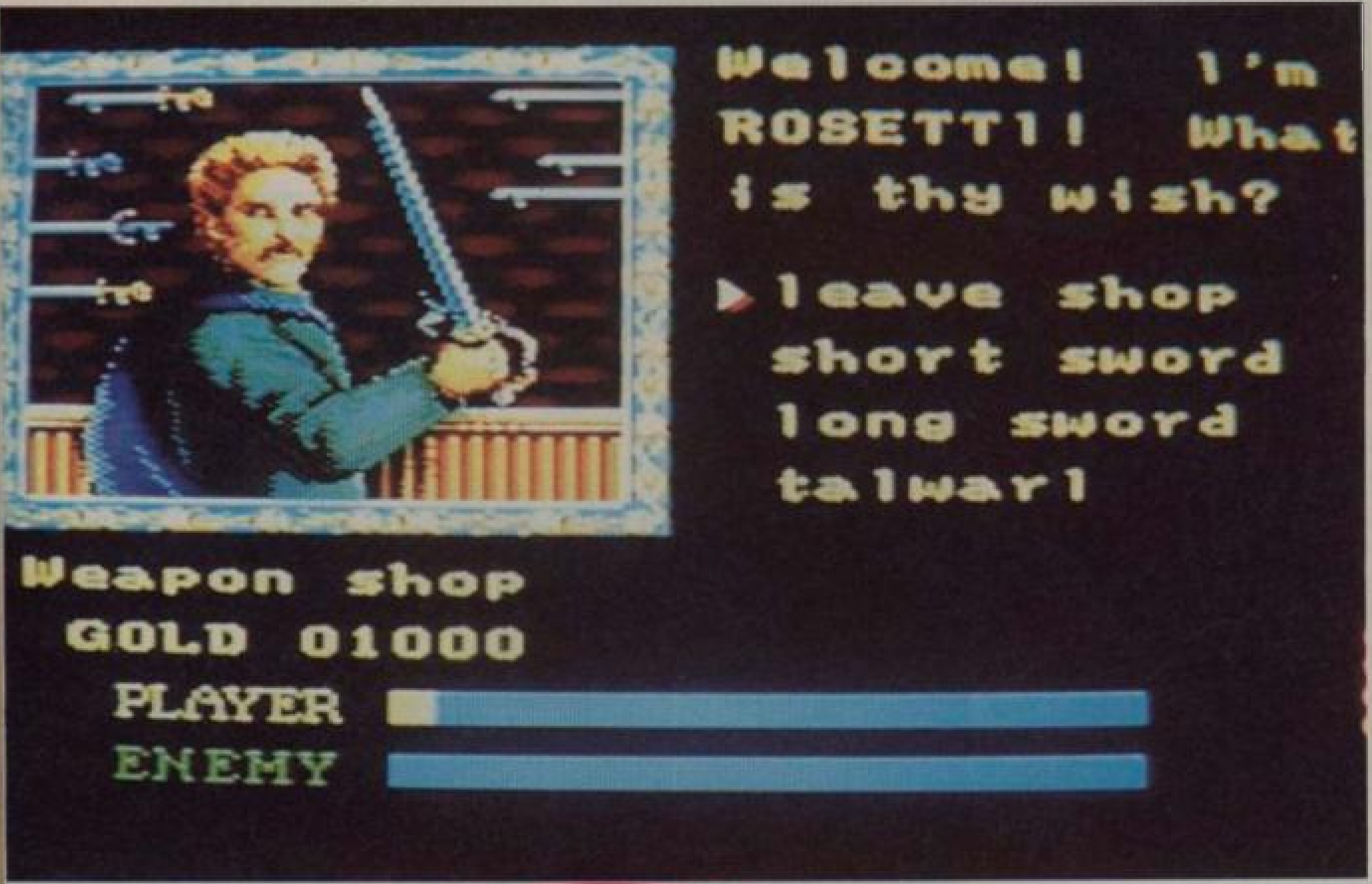
The story tells of a swordsman called Aron Christian who is on a quest to retrieve six parts of a magic book before a dastardly sorcerer called Dark Delt can get his mits on it. You play the good guy (of course), and knowing that you're after this magic tome, Delt uses all his evil powers to stop you, and every step of the quest is fraught with danger.

The game is played over a large scrolling map, with sub-screens depicting smaller locations. Shops can be entered to buy extra supplies, and you can also meet and talk with people, as well as read from the book when you find it to use its magic.

Status and equipment screens can also be called up to check on Aron's experience and hit points, and any weapon being carried can be selected for use.

As well as being a massive and thoroughly engrossing RPG, *Y/S* also boasts some stunning graphics. The backdrops are beautifully coloured and highly detailed, and

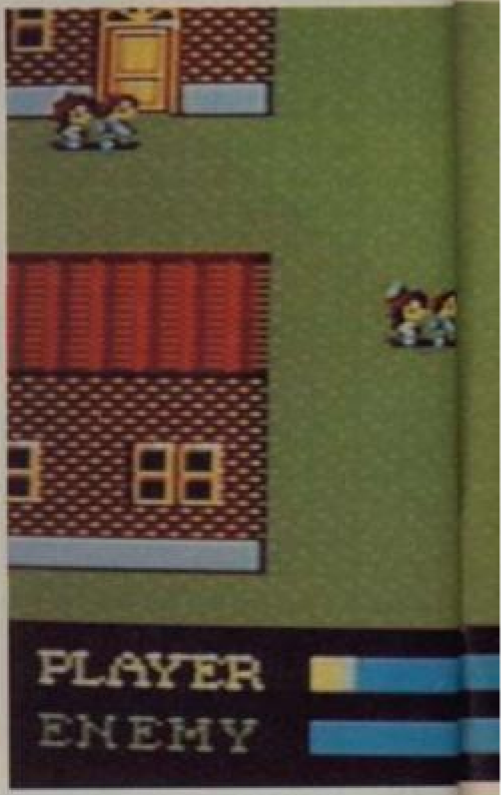
▼ Y/S: stunning graphics.



Welcome! I'm ROSETTI! What is thy wish?

▶ leave shop
short sword
long sword
talwarl

Weapon shop
GOLD 01000

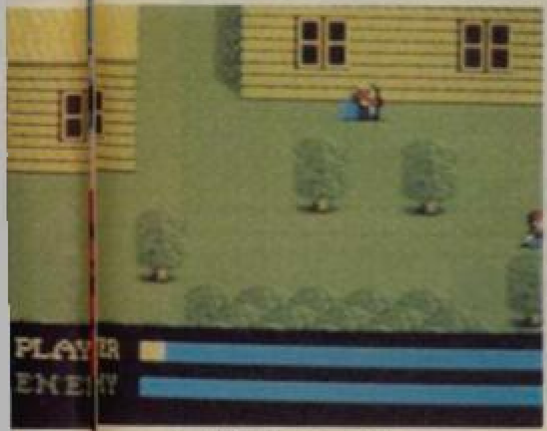


the sub-screens are superb, with gorgeous use of shading. The sprites are small, but are nicely animated and highly detailed, and the whole thing looks incredible – the best I've seen on the Sega.

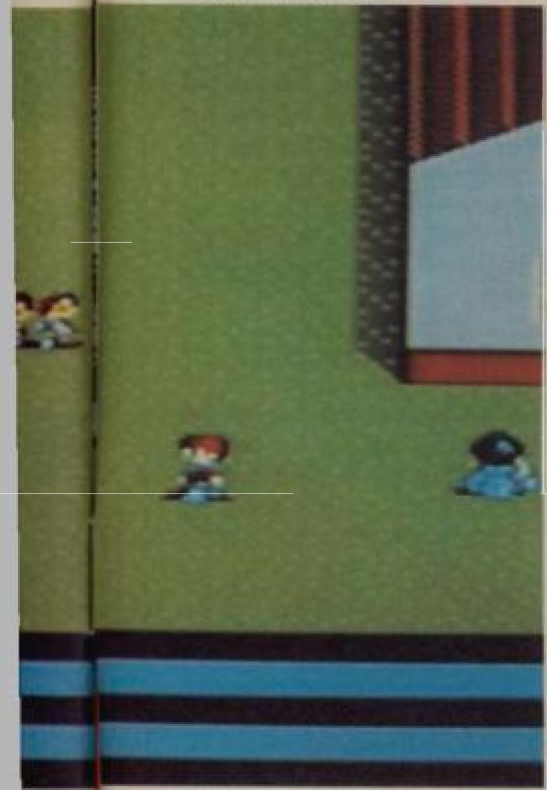
Y/S offers depth and playability and will keep you engrossed for weeks, and even though it is rather pricey, it's still a must.

SEGA

► GRAPHICS	93%
► SOUND	73%
► VALUE	77%
► PLAYABILITY	94%
► **OVERALL**	**92%**



▲ *Where to next?*



Enter the houses.

Phantasy Star

► MACHINE: SEGA.
► PRICE: £39.95.
► REVIEWER: PAUL GLANCEY.

In December last year, British Nintendo owners were presented with the Legend of Zelda, a vast RPG whose cartridge bore a lithium battery so that game positions and player attributes could be saved after the machine was switched off. Phantasy Star is Sega's attempt at a similar type of game, and features the same battery-backed storage system, allowing you to save up to five games on the cartridge at the same time.

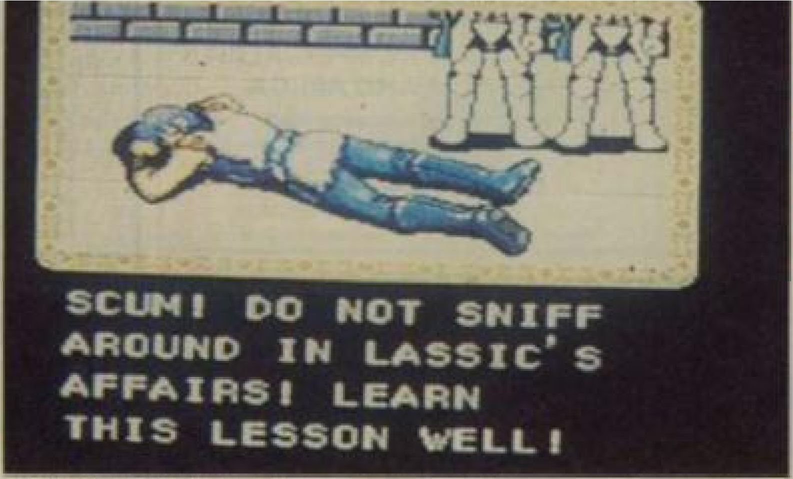
In the game you play Alis, a woman out to avenge the death of her brother who was murdered by the soldiers of the evil King Lassic. Her quest in life has become the liberation of the three planets which Lassic holds under his thumb, but she cannot triumph alone. On her journey through the three worlds Alis has to recruit three other characters, all of whom have different strengths, such as magical ability and fighting prowess.

You start the game in the town, where you can buy provisions, weapons or trade at a kind of pawn shop. Any people you meet willingly give out clues as to the location of characters and objects. As you venture outside the cities, your party is prone to random attacks from the denizens of forests, plains and seas.

Interaction with other creatures and characters in such situations is via a menu system, which, as menu systems go, is very easy to use, allowing fast and accurate selections during battle situations, and providing all the commands you need.

Graphics throughout the game are very good – particularly those which depict the monsters. There are also some very nice set pieces, such as the scrolling 3D mazes which run under some cities.

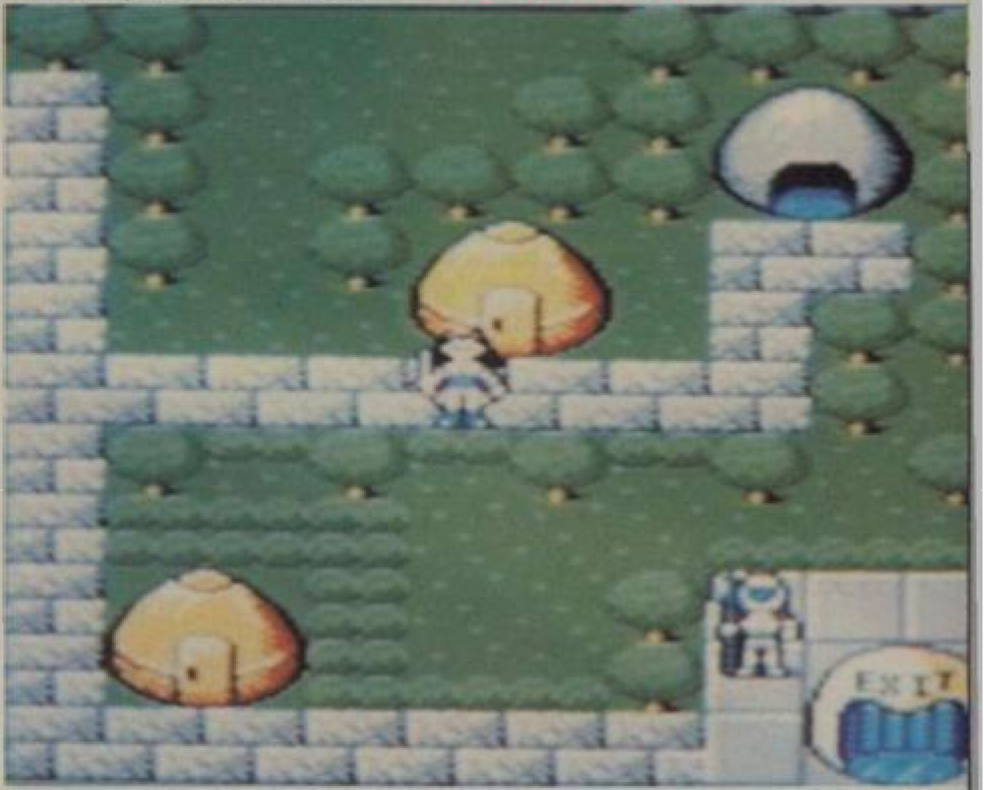
The save game facility comes in very handy during play, especially at the start of the game when Alis' feeble weapons are poor protection against some of the nastier beasts. On the whole, Phantasy Star offers pretty much everything a role-playing enthusiast could ask from a Sega. It has puzzles, battles, lots of interaction and a fair bit of depth. My only reservation about recommending it is its monumental price tag – forty quid seems a lot to pay even if you do get a big game and a battery-backed memory system. Real RPG fans should definitely check Phantasy Star out, but anyone with just a passing interest in this type of game might not feel they're getting their money's worth.



SCUM! DO NOT SNIFF
AROUND IN LASSIC'S
AFFAIRS! LEARN
THIS LESSON WELL!

▲ *The scene is set.*

► GRAPHICS	78%
► SOUND	51%
► VALUE	70%
► PLAYABILITY	80%
► **OVERALL**	**75%**



▼ *Phantasy Star: expensive stuff.*

CLASSIFIED ADS

DUKES MAIL ORDER

Computer games and accessories.
Send for our free catalogue.
Thousands of games and accessories
for all makes of computers.
Send to:
Dukes Marketing Dept C+VG (Mail Order),
Dukes of Bridgend, 25 Market Street,
Bridgend, Mid Glamorgan, South Wales.
FREE WATCH WITH
FIRST 100 REPLIES.
Discounts available to members.

DISCOUNT SOFTWARE

Up to 21% off RRP for ATARI, COMMODORE, SPECTRUM, AMSTRAD, BBC, MSX and IBM PC. Ring for Info Pack on any of the above machines: 24 hour HOTLINE: 0455 613377.

B. BYTES COMPUTER SYSTEMS, 19 Southfield Road, Hinkley, Leicestershire LE10 1UA.
ATARI SPECIALISTS

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base
for the Spectrum and Commodore 64
NOW ALSO FOR THE ATARI ST

Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

EURO ST SOFTWARE HIRE

Hire latest Atari ST Software
British, Irish and European Members
£5 membership (includes free hire)
Payment in Pounds Sterling or Irish Punts
EURO ST
Kinsella House, Sea Road, Arklow, Co.
Wicklow, Ireland
(or send for information pack)

FREE MEMBERSHIP!!

Hire – CBM64, Spectrum, Amstrad
and VIC 20
Software (Top Titles)
Send 2 x 18p stamps for your hire kit

Computersoft (CV), PO Box 28
North PDO,
Nottingham NG5 2EE
(Please state which machine)

ADRIAN'S ARCADE
THE COMMODORE SPECIALISTS
16, 64, 128 AND AMIGA

Exciting range of software for **HIRE**
HARDWARE: Attractive Discounts i.e. Amiga + 1084
colour monitor £570.
Software **ALL** machines, 25% Discount.
Details: Large SAE to 7 Woodley Headland,
Peartree Bridge, Milton Keynes MK6 3PA.

ASIAN MARRIAGE & FRIENDSHIP BUREAU

Specialists in local Ethnic introductions. Please tell your
Ethnic friends about us. Others also welcome.
Member ABIA.
181 Melton Road, Leicester. Phone (0533) 610266.

ATARI ST AND AMIGA SOFTWARE

We have an all round selection of disks.
FOR HIRE. Apply now and hire your first four games free. Around 1,500 different original titles. For full details send a stamped addressed envelope or telephone Tuesday to Friday, 7pm-10pm.
LOW ATARI PRICES
Atari 520 STFM **£299.90** post free + 15 disks.
Amiga A500 at only **£379.90. Post free.**
BEST QUALITY DISKS
Top quality unlabelled 3½'' double sided disks
10 for **£12.95** 50 for **£54.95**
25 for **£29.95** 100 for **£99.95**
Happy Discovery cartridges for the ST.
Only £169.90p.f. Uses include backing-up all ST Software to date.
Send s.a.e. for details.
GAMES & SOFTWARE CLUB
Dept. C + VG, 35 Tilbury Road, Thorney Close,
Sunderland SR3 4PD
Tel: (091) 528 6351

PENPALS FOR PLEASURE

We can provide penpals Worldwide who wish to correspond with you on a multitude of topics, including computers sport, music, languages, travel, collecting etc. Whatever your interest we can find penpals to suit your requirements.

For further details please write enclosing a S.A.E. to–:
PENTECK LTD
P.O. BOX 88,
EPSOM, SURREY.

400/806 **LOOK** **NOW**
XL/XE **ST**

ATARI OWNERS

Are you having difficulty finding suitable software.If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—
CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 5HD
Tel: 0509 412604

ATARI ST OWNERS

Why not complement the greatest home computer on the market by obtaining membership with the **MIDLAND GAMES LIBRARY**. *The greatest, biggest and best Atari Club on the market.*

APPROX 1700 ST TITLES FOR HIRE

Games, Business, Education and utilities.
MIDLAND GAMES LIBRARY: The company who over 5 years ago first conceived the idea of a software library.
Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.
Many very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.
A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. requests are attended to immediately, virtually assuring you a 24 hour return of service. regular newsletters and program updates. plus other inter-club activities.
SEND LARGE S.A.E. TO:
MIDLAND GAMES LIBRARY
48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS.
Tel: 0242-67-4960 9.30-4.30
All our programs are originals with full documentation

AD INDEX

B
Boots....37
Byrite....54
C
Castle....30 & 31
Charnwood....94
Classifieds....94
Crazy Joes....45
Computerdial....6 & 7
H
Hewson....21
I
Infogrammes....18
Instant....80
M
MGL....94
Mailsoft....80
Mastertronic....60
Megasave....45
Mirrorsoft....49
Microprose....51
N
NCL....54
O
Ocean....IFC, 3, 14, 72, IBC, OBC
P
Psygnosis....33
R
Rare....68
S
Samdale....54
Shekhana....45
Softsellers....39
Silica Shop....57 & 77
T
Telegames....68
Telecomsoft....10
Titus....29
Trybridge....47
W
Worldwide....68

R-Type

- **MACHINE: SEGA.**
- **PRICE: £24.95.**
- **REVIEWER: JULIAN RIGNALL.**

R-Type has been a favourite of arcade players for about a year, and now it's finally arrived on the Sega – complete in every detail.

If you've had your eyes and ears covered for the last few months, you won't know that *R-Type* is a horizontally scrolling shoot 'em up with extra weapons. You wouldn't know that the game has eight levels, each populated by hordes of homicidal enemy craft and a giant guardian, and the objective is to destroy them all and confront the evil Bydo at the end of the last level and blow him away to save the day. But I'm sure you *have* had your ears and eyes open, so I won't bother to tell you.

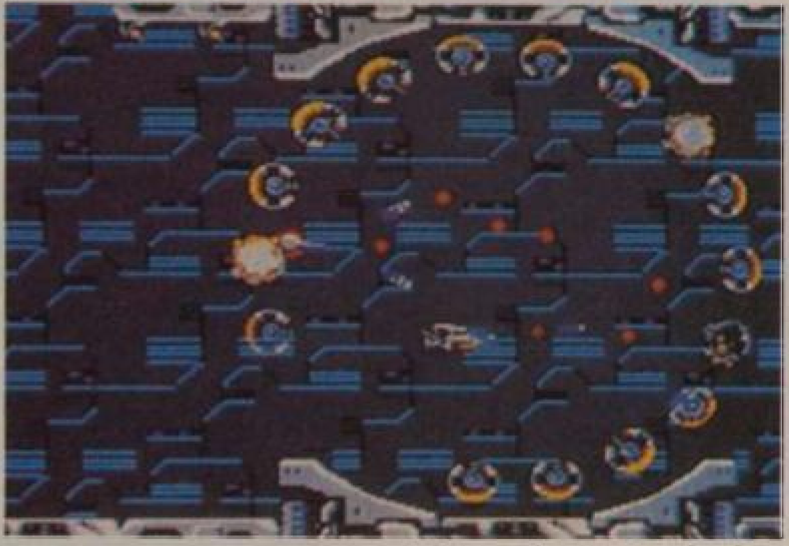
Obvious comparisons are with the current crop of computer conversions, and I'm glad to say that the Sega version puts the 8-bit versions to shame, and while it doesn't quite have the graphic finesse of the ST conversion, it's far more playable.

The alien patterns are almost identical to the coin-op, and the end-of-level guardians are despatched in exactly the same way, so you can come straight off the coin-op and play it in the same way – something I always like to see in a conversion.

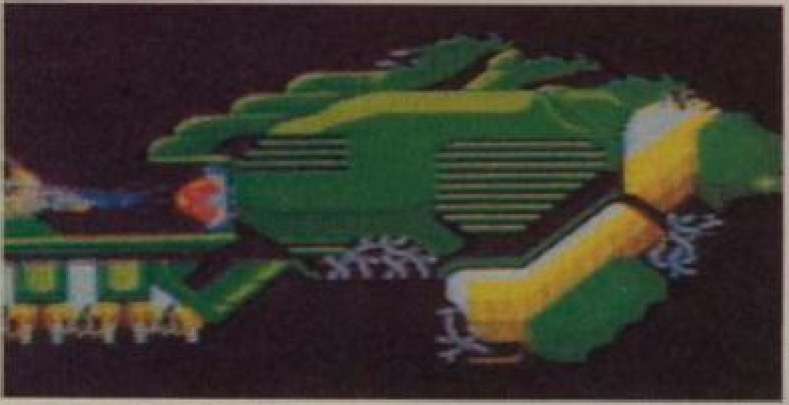
The game is addictive from the outset, with blasting galore as you take on the might of the Bydo empire. Things get even better once you start picking up the power-ups, with wholesale destruction when you get hold of helix and reflecting lasers – fleets of aliens are blasted with a single shot. Very satisfying!

The graphics are very good throughout, with detailed and colourful sprites – the end guardians are exceptional, especially the snake and heart at the end of level two. It must be said that the game does flicker a bit when things get busy, but it doesn't detract from the gameplay (anyway, even the coin-op slows down at times!).

R-Type is by far the best blast available on the Sega, so it goes without saying that no shoot 'em up fan should be without it.



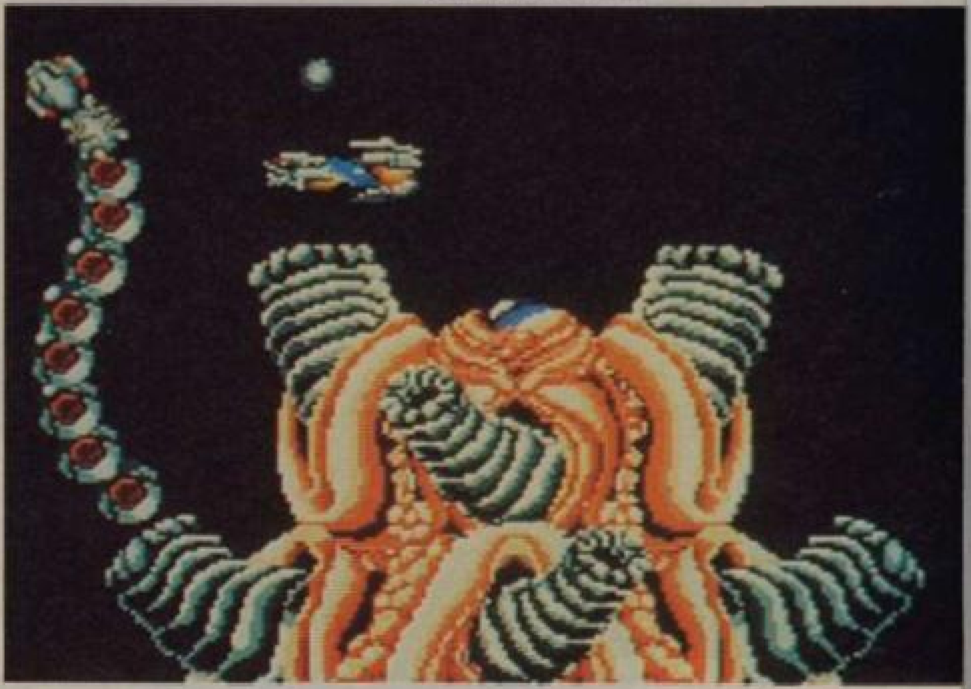
▲ *Gun emplacements on level one.*



▲ *The big mothership.*

SEGA	
► GRAPHICS	88%
► SOUND	89%
► VALUE	80%
► PLAYABILITY	94%
► **OVERALL**	**87%**

▼ *Level two's heart.*



Mean Machines News

Look No Hands

Broderbund's revolutionary new 'U-Force' had punters gasping in amazement at the recent Consumer Electronics Show in Las Vagas.

The show stopping device is an add-on for the Nintendo which enables gamers to control the characters in the software with just their hands – no joystick.

▲Playing Rad Racer with the U-Force.

In Mike Tyson's Punch Out for example the demonstrator simply stood in front of the U-Force and threw punches at its black perspex screen.

The electronics inside the window interpreted these movements and reproduced them in the game – flooring Tyson at one stage with a mighty right hand swing.

The U-Force was also demonstrated with Kung Fu games and even Super Mario Bros – where Mario was made to run along by a gentle undulating hand movement.

The U-Force uses a number of electronic sensors and propietary circuitry developed by Broderbund to read the players movements. It will sell for £40 in America and will be available in May. There are currently no plans for a UK launch of the U-Force – though this may change now that Broderbund have appointed Domark to act for them as official representatives in the UK.

Coming Next Month

Sega's Cyborg Hunter arrived just a little too late for review this month, so you'll just have to make do with this news story and picture until next ish.

It's a horizontally scrolling arcade adventure, in the mould of Zillion, and casts the player as a mercenary who enters the fortress of the evil Vipron and destroys his army of cyborgs.

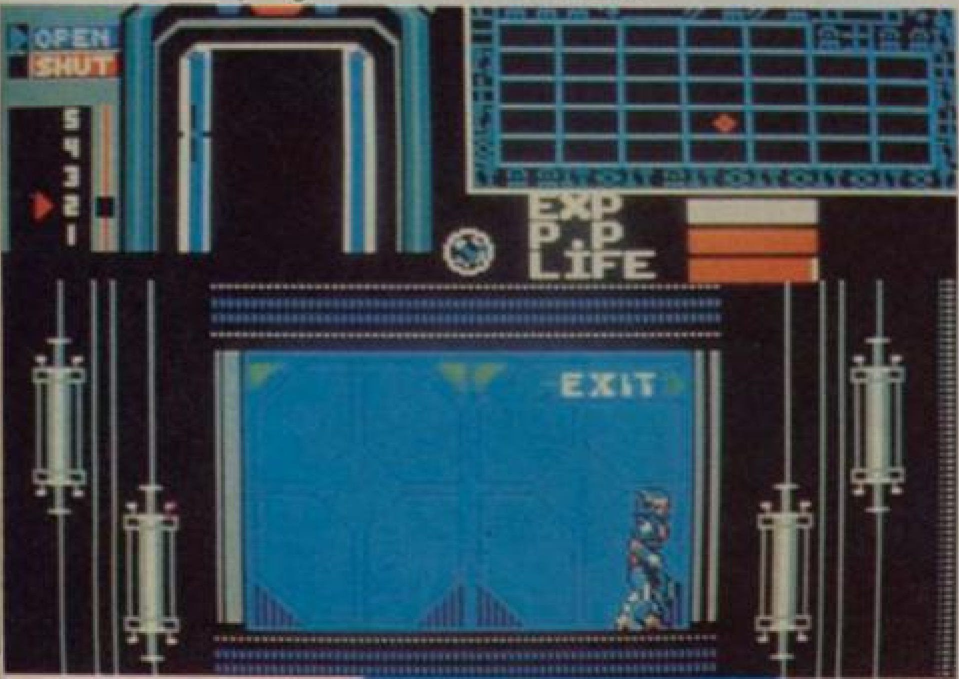
We've had a quick glimpse, and it looks pretty action-packed stuff – wait four weeks, and we'll tell you all about it.

But available here soon for all you sports fans on the Sega are California Games, a translation of the superb seven-game computer simulation, Walter Payton Football, Reggie Jackson Baseball and Super Basketball.

Arcade players will be glad to hear that Irem's Vigilante, Altered Beast and Time Soldiers will also soon be available, as well as Alf, a game of the TV programme, and Alex Kidd in High-Tech World.

We'll be brining you full reviews as and when we get them.

▼Cyborg Hunter – review next month.



Nintendo Dominate

Nintendo's football pitch sized stand dwarfed all others at the recent Consumer Electronics Show in Las Vegas – with stacks of new games and add-ons available for the Nintendo Entertainment System.

As is always the case with Nintendo, however, most of the games on show will not see launch in the UK for some considerable time. Probably not until next year at the earliest.

It is a strange situation. In America and Japan there are literally hundreds of titles available for the Nintendo with several new titles launched every month.

Nintendo's policy in the UK is firmly to launch only two titles per month.

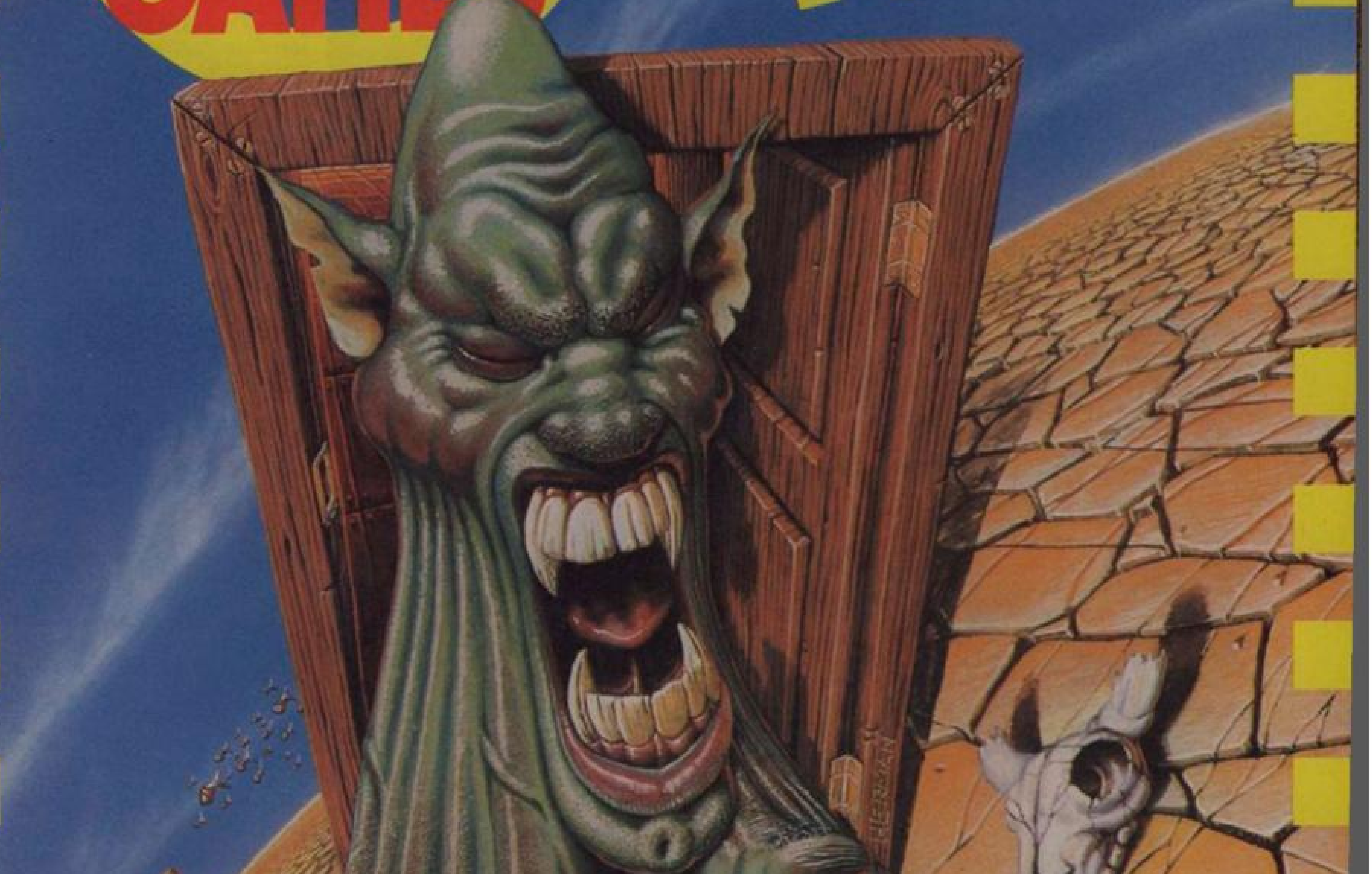
THE WORLD OF
Nintendo
▲Nintendo's stand at the C.E.S. show.

Some of the titles you can look forward to if and when Nintendo decide to make them available in the UK are PacMan, Gauntlet, Blasteroids, Road Blasters, Who Framed Roger Rabbit, Friday the 13th, Back to the Future, Beetlejuice, and the Karate Kid.

If you own a Nintendo, therefore, C+VG's advice is to sit tight and save your money 'cause sooner or later there are going to be some red hot games hitting these shores.

COMPUTER +video GAMES

Next Month



You gasped in amazement at its graphics when it was previewed at the PC Show. You've seen it on Motormouth. Now the C+VG review team put Weird Dreams through its paces. Does the gameplay live up to the graphics? C+VG has all the answers, plus stacks of Motormouth and Weird Dreams goodies to win in a fabulous competition.

And we'll be bringing you the latest reviews, news and previews of computer, console and arcade games – as well as the best hints, tips and maps around. C+VG: the games player's bible – it's available on March 16 for a mere £1.20. Don't even think about missing it.

Out To Lunch

John Minson makes a whistle stop tour of the Winter Consumer Electronics show in Las Vegas to report on the 'big' deals going down. Next month we bring you a full report on all the new games, gadgets, and computers.

A fortnight in Las Vegas and a man could go mad. Twenty four hour action; night-time bright as day; neon sign striving to out-do neon sign as far as the eye can see. And everywhere there are slot machines, from the airport arrival hall to the departure lounge.

But I'm not in Glitter Gulch for the gambling. I'm not here for a fortnight, either. Forty hours is my limit; forty hours to stroll round the Consumer Electronics Show taking in all that's new in TV, video, hi-fi, and yes, of course, computers. What's the latest action Stateside?

The first person I stop to ask is . . . Andrew Hewson! Then I bump into Dominic and Mark of Domark, who say "Super. Fantastic," before tripping off to win a bundle at the blackjack tables. Reeling I run into Steve Wilcox of Elite . . . he even has his own stand to test the territory. And there's Dr Tim Langdell of the Edge talking to the lady from Marvel Comics in case there are any superheroes who want to cat-sit Garfield.

Dammit, aren't there any Americans in this place? Of course there are and pretty soon I'm asking Major 'Wild Bill' Stealey about this British invasion. I mean, shouldn't he send in a squadron of F-19's to blast Mirrorsoft, Telecomsoft and all the other Brit-softs back to Blighty? Apparently not.

"The American market has fallen over itself with very complex products. We need product which you can fire up and play almost immediately," says Bill. Which is apparently what we Brits can provide in abundance.

Hewson has been producing quality, not quantity, for over five years. Now the New World is going to taste the delights of Netherworld, Exolon, Eliminator and the like. Which is why Andrew Hewson is strolling down The Strip, dressed in a university gown. He's styled himself 'Mild Andrew' to 'Wild Bill'.

Yes, Hewson has become an affiliate label of Microprose in the States. Not entirely true. Hewson has become an affiliate lablel of Medalist, Microprose's latest tactical weapon in its battle for an even greater chunk of the market. Another Medalist should cross the Atlantic like a speeding spider. Paragon has enrolled ol' Web Head himself, plus his pal, the patriotic Cap, for the first in a series of Marvel Superhero games.

▲ *'Wild' Bill Stealey and 'Mild Andrew Hewson.*

Company veep (that's Vice President in US speak) FJ Lennon introduced me to the game. Spiderman and Captain America battle it out with a vile collection of star villains in Doctor Doom's Revenge. The graphics and smooth animation made it look just like a comic book come to life.

Those Paragons of virtue will be busy producing the first ever computer adaptation of sci-fi rpg Traveller as well. Despite its vast and detailed nature they've been cramming code into memory to bring you The Zhodani Conspiracy, a tale of double and triple cross somewhere in space. Expect it around August.

I couldn't leave Microprose's luxury suite without sampling another Danish Pastry . . . sorry, without having a word with the Major about future 'Prose plans. Big news from the battle-ground is M1 Tank Platoon in which you drive a battle tank down the central reservation, all the way from Birmingham to London.

▲ *Mario and Princess Mushroom – in the flesh.*

Only kidding. Having covered almost every sort of airborne transport – and not tempted by Hang Glider Pilot – Stealey is giving the land-based boys their turn. And for all ancient Japanese, Samurai, mentioned in the Microprose profile a few months ago, is now called Sword of the Samurai.

Eventually I dragged myself back to the main hall, leaving Andrew Hewson busy with an Amiga so he could show the US journos just why his games mean business. Things had been happening on the floor.

By now Domark had done it's deals including a two way arrangement with Broderbund which means we'll be seeing product from the American major over here at long last. Then in another piece of nifty contract signing the Dom Doms will be putting their software on cartridge for consoles courtesy of Tengen. Simply spiffing.

But the real eye-opener was Nintendo's village. Last month I rabbited on about how the console scene was big Stateside but you really don't know how big until you've seen the stand, where software houses of every sort show off their latest products.

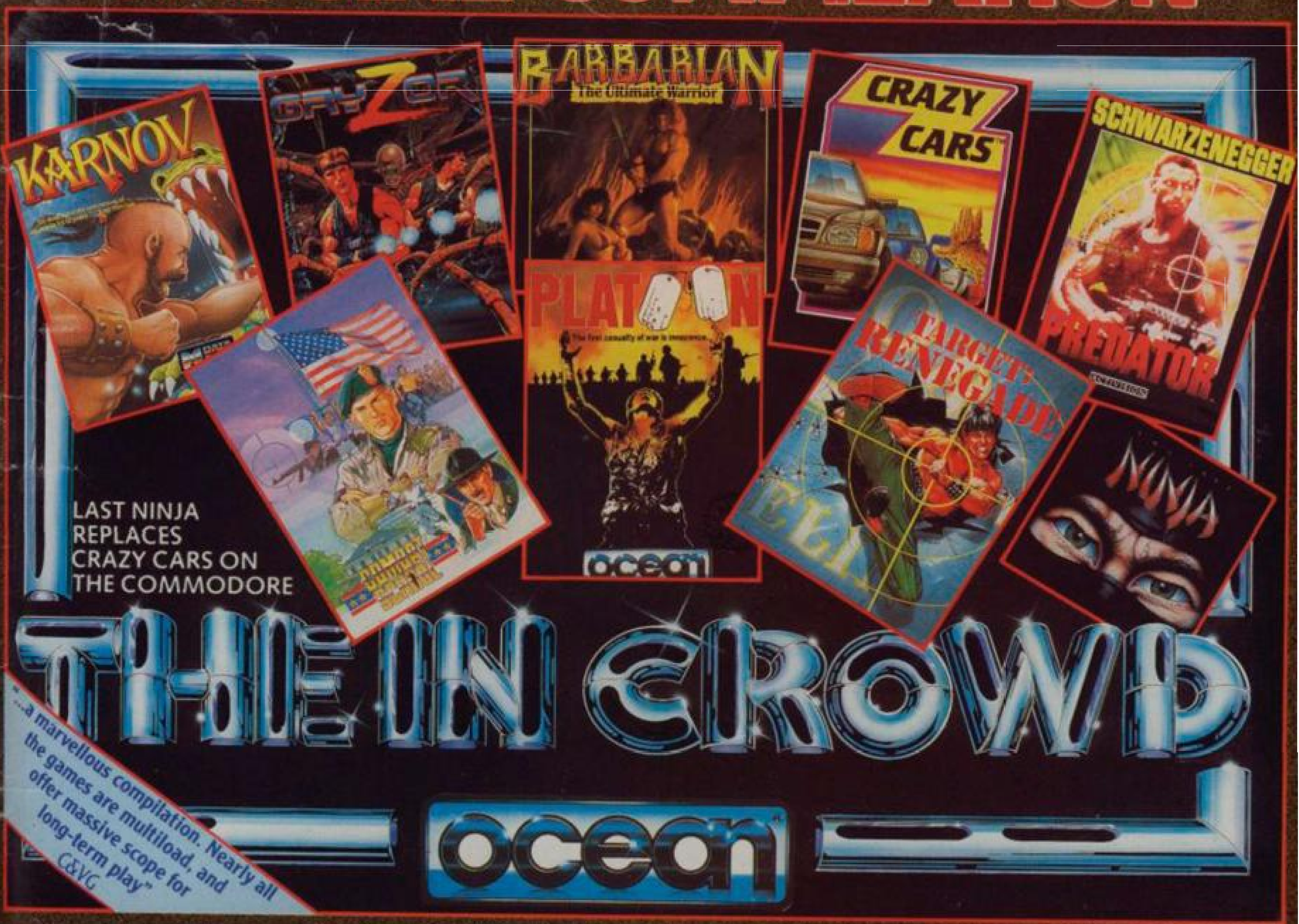
Wandering away from the computer section I strayed into a demonstration of what may be the future of television. HDTV stands for High Definition Television, and there's currently tough competition to arrive at a standard. In America they use a primitive colour system named NTSC – which some wits insist stands for Never The Same Colour.

But on this demo, HDTV is to traditional signals what a scratchy old single is to a CD. The old, squarish picture is replaced by a wide-screen image. Images are bigger and brighter. Let's just hope they start producing better programmes because it would be a pity to waste all that technology on a bigger, brighter Blind Date.

Don't ask me when you'll be able to buy an HDTV set though . . . or when you'll be able to take pictures with the electronic still camera that does away with film. Or about any of the other high-tech gadgets that are guaranteed to set you drooling.

Sunday afternoon I flew out of this toy shop for the technology obsessed. I'd been so busy I'd not had time to gamble. Well, ten dollars can't hurt, as I wait for my plane. I won two tiny sums but the machine soon swallowed them up again. Would I risk another note? No way. I might have got lucky – but I preferred to save my cash for some of the products I'd seen. I felt like I'd looked into the future and I want to put down a deposit on it!

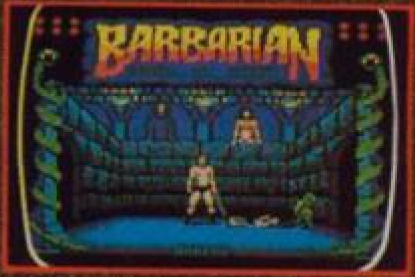
THE CRUCIAL COMPILATION


KARNOV
GRYZOR
BARBARIAN
The Ultimate Warrior
CRAZY CARS
SCHWARZENEGGER
PREDATOR
PLATOON
The first casualty of war is innocence.
TARGET RENEGADE
NINJA
COMBAT SCHOOL
ocean
THE IN CROWD
ocean

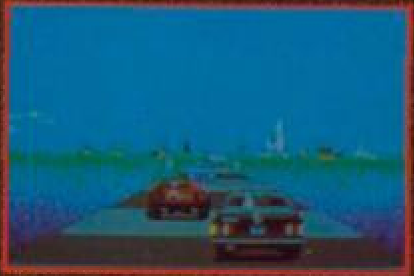
LAST NINJA
REPLACES
CRAZY CARS ON
THE COMMODORE

"...a marvellous compilation. Nearly all the games are multiload, and offer massive scope for long-term play" C&VG

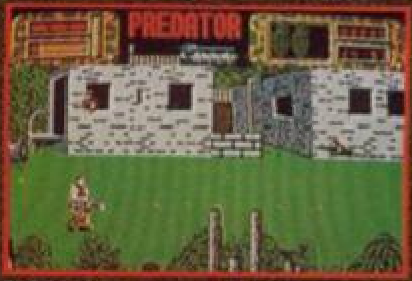
GRYZOR
"If you're looking for a high speed action-packed game that's good to look at and exciting to play – grab Gryzor now!" Your Sinclair
© 1987 Konami



BARBARIAN
"It's reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." Sinclair User
© Palace Software Ltd.

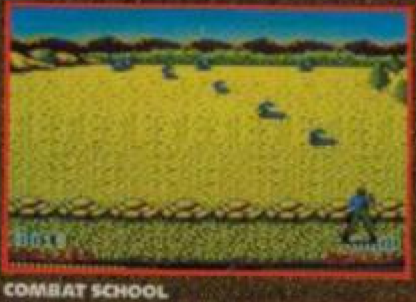


CRAZY CARS
"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." Sinclair User
© Titus Software Ltd



PREDATOR
"Predator is a superb tie-in and really hits the mark." ZZAP! Sizzler
© 1987 Twentieth Century Fox Film Corp. All rights reserved

KARNOV
"Stunningly colourful screens . . . the most accurate conversion of an arcade hit in years" Your Sinclair
© Electric Dreams Software Ltd.



COMBAT SCHOOL
"Combat School is brilliant – definitely the best arcade conversion around." Zzap 64
"Combat School is one of the best games I've ever played." Crash
© 1987 Konami

TARGET RENEGADE
A Crash Smash
"If you're after some exciting beat 'em up action this is a good excuse to part with your hard-earned cash." Crash

PLATOON
"The programmers have done a superb job, and have faithfully captured the film's atmosphere. Platoon is absolutely superb – a milestone in film tie-ins, and a yardstick by which all others shall be judged." Zzap 64
© 1986 Hemdale Film Corporation. All Rights Reserved.

SPECTRUM
AMSTRAD
COMMODORE

8 SPECTACULAR GAMES IN 1 SPECIAL PACK

CASSETTE
£12·95

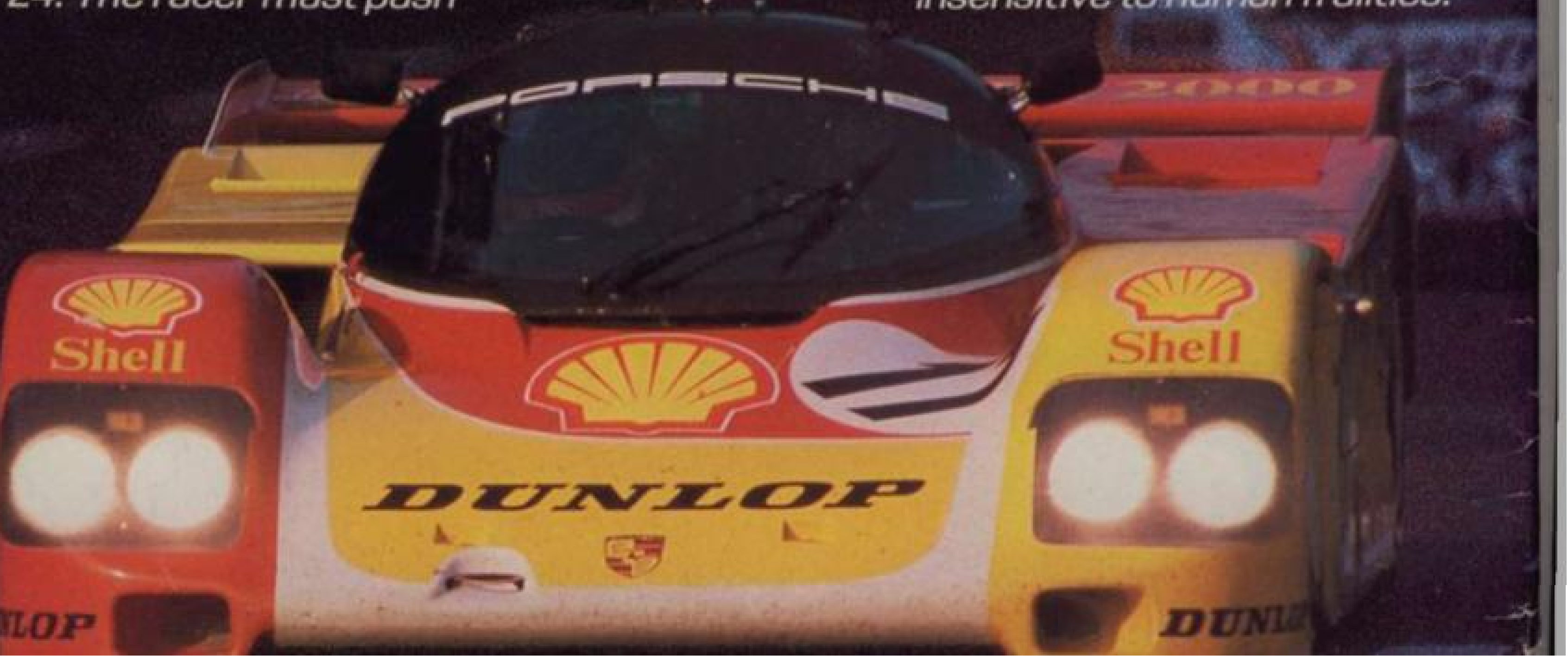
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 66977 OCEANS G

WEC LE MANS

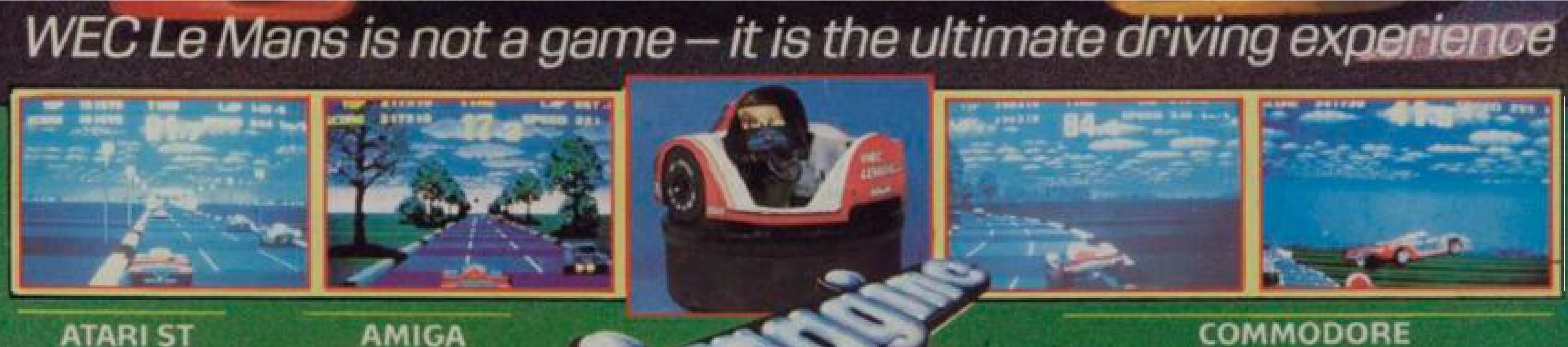
"WEC LE MANS has many things going for it . . . I reckon it will be the definitive racing conversion for 8-bit machines."

24

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



WEC Le Mans is not a game – it is the ultimate driving experience



ATARI ST
£19.95
ATARI ST

AMIGA
£24.95
AMIGA

imagine
...the name of the game

COMMODORE
£9.95
AMSTRAD SPECTRUM

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 669977 OCEANS G · FAX: 061 834 0650